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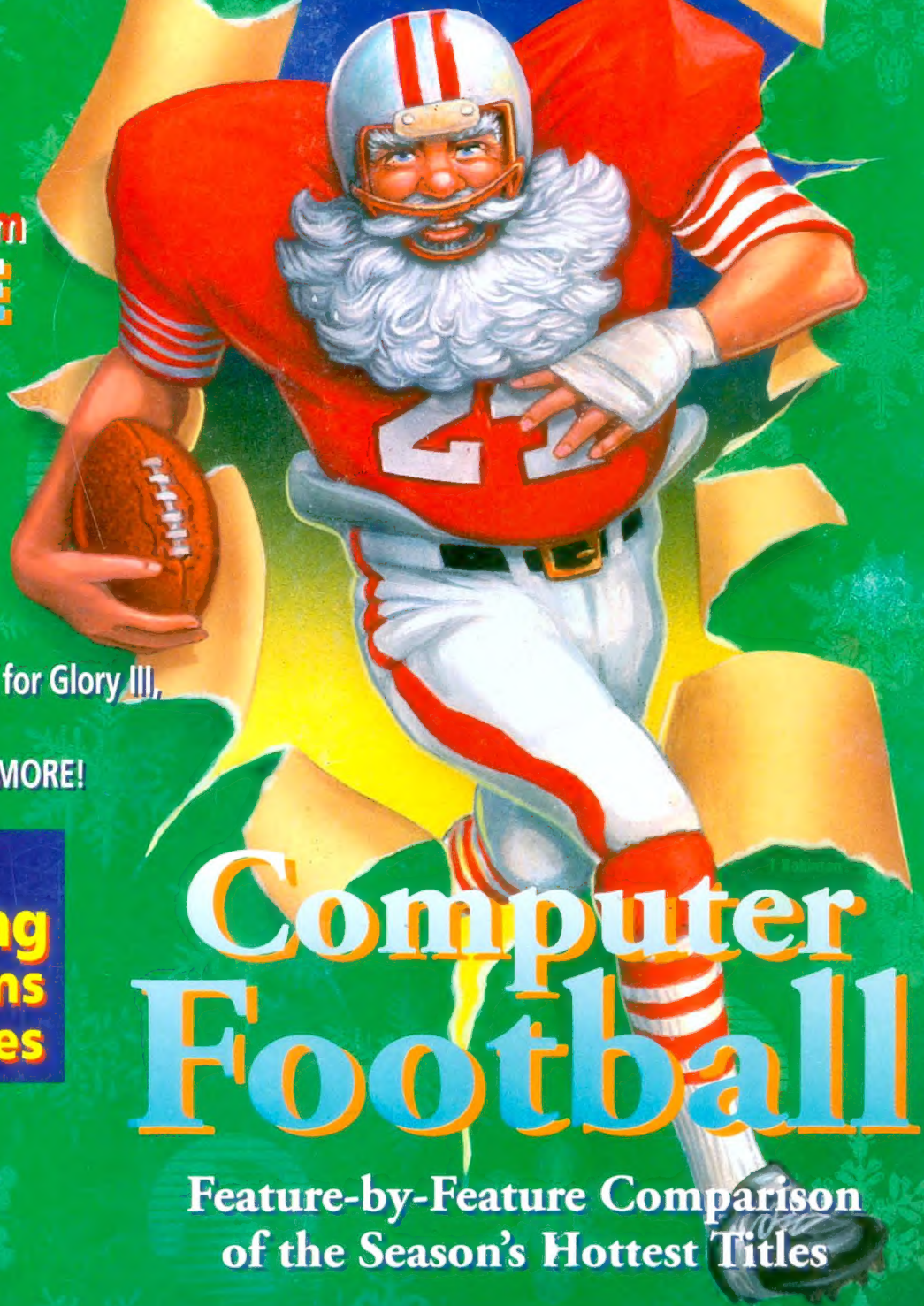
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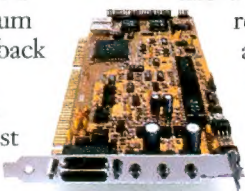
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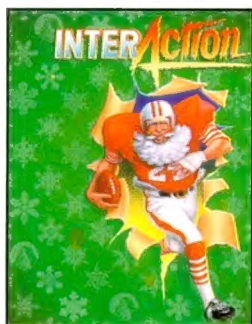
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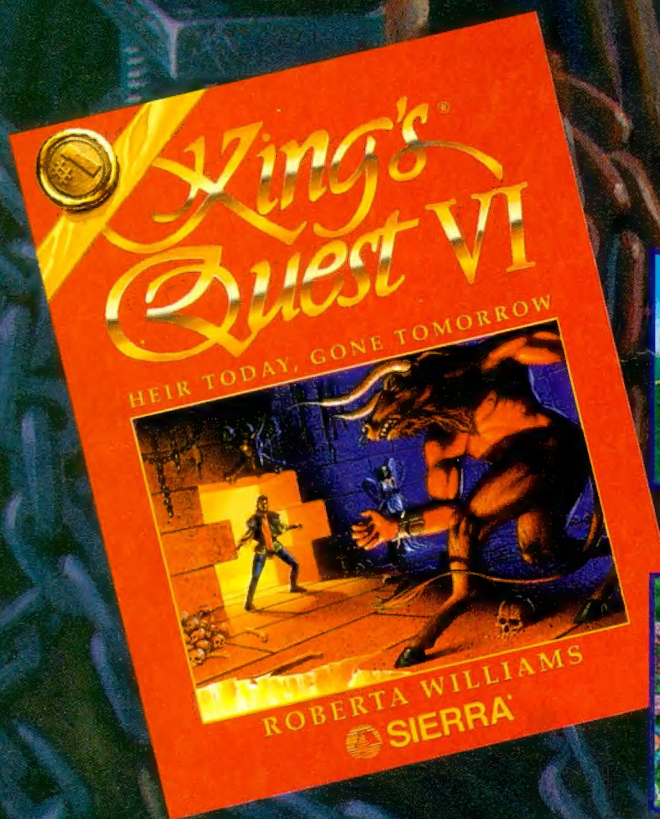
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THE INSIDE VIEW

by Ken Williams

(Editor's Note: Ken Williams, Chairman of Sierra On-Line, has spent some time looking at the way entertainment is evolving. Here's a few of the things he's noticed.)

As we come to the close of 1992, it is time to thank you for making this the biggest year of Sierra's twelve year existence! As we thought it might, *King's Quest VI* is topping the bestseller charts. Several other products are climbing the charts; *Quest for Glory III*, *Laura Bow II* and many others. *The Sierra Network (TSN)* is a major success. In the weeks ahead we'll launch our first sports product, *Front Page Sports: Football*, and just after Christmas will come one of my personal favorites, *Space Quest V*.

I've been telling people for years that Sierra is an entertainment company, not a software company. The computer game industry has become the interactive entertainment industry, and we have to keep reminding ourselves that, when it comes to setting goals for ourselves, we're more like MCA than Micro\$oft.

Sierra has always been at the forefront of recognizing and acting on this change in our industry. We already employ script writers and animators. We have been auditioning voice talent for roles on the CD versions of our products. Within the next year we expect to be hiring established film actors from Hollywood for parts in our games.

Entertainment Keeps Evolving

This has been a funny year for the entertainment industry. On more than one

"The computer game industry has become the interactive entertainment industry"

occasion I've asked myself what I've gotten into. Entertainment is getting controversial. I'll explain in a second why this is such an important issue.

I always believe that when confronted with industry evolution you only have three choices: lead, follow or get out of the way. I don't believe in following and I'm not about to get out of the way. Therefore, if I am to lead then I have to know where I'm going.

Here's what I'm talking about. Madonna recently turned the book industry on its ear with her book. My kids

read this magazine so I'm not going to describe its contents. You've probably heard all the rumors, reports, and opinions anyway.

Who would have thought so many people would pay \$50 for a picture book? What really confuses me is that a few years back she could have been arrested for producing the same book that has now been instrumental in earning her a rumored \$60 million contract.

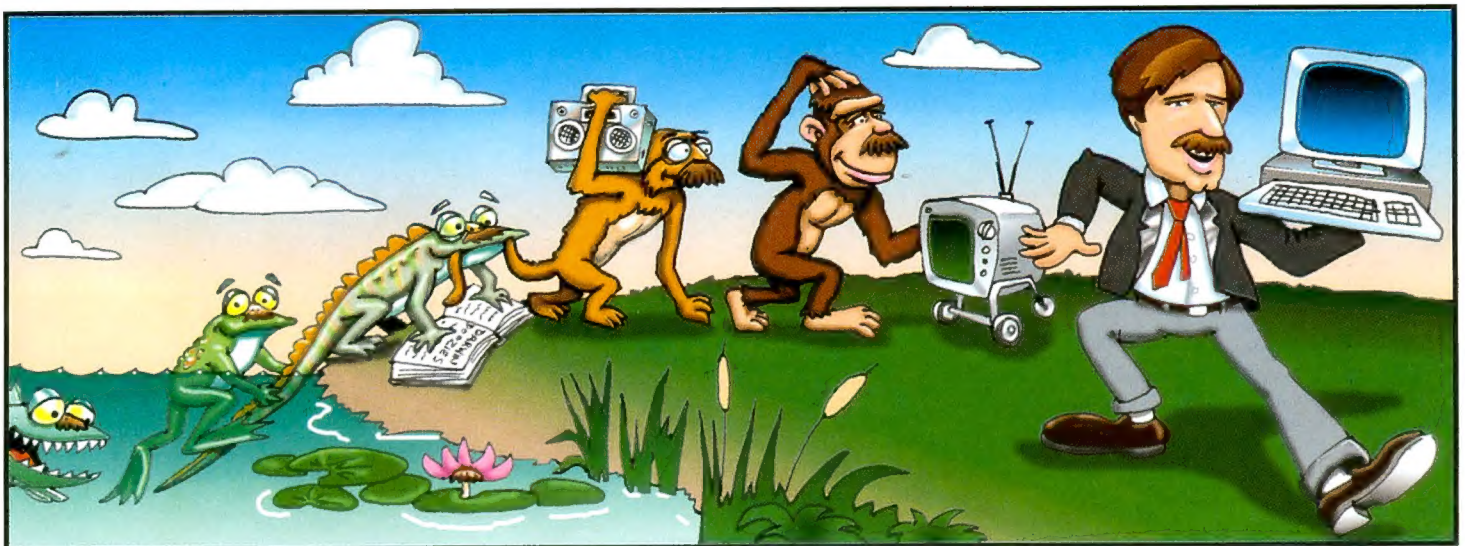
Madonna's new CD is also raising a lot of eyebrows, but controversy is nothing new for the music industry. How about the song "Cop Killer?" Time-Warner, the same people who bring us Time magazine and Bugs Bunny, are publishing picture books of dubious value and songs so controversial the album had to be pulled from shelves soon after its release.

The situation doesn't get much better when you turn to films. Have you seen the film *Basic Instinct*? Or, the newest western film by Clint Eastwood, *The Unforgiven*?

To tell the truth, sometimes I feel like I've spent the last twelve years catching up with mainstream entertainment just to find it heading off in some shocking new directions.

New Genres for a New Generation of Interactive Entertainment

Even if you ignore these controversial areas, there were already places where the



software industry was lagging. If you match the top-selling books, records, or films to the top-selling computer entertainment titles, you'll immediately notice differences. Where are the Romance, Horror and non-fiction titles? Where's military fiction? Where's all the

making it interactive is. I've seen programs that let you do the equivalent of creating your own MTV videos while listening to music. I've seen software that lets you re-orchestrate music, on the fly, as you listen. If you don't like the piano solo you can either have it muted or played as a guitar

"sometimes I feel like I've spent the last twelve years catching up with mainstream entertainment just to find it heading off in some shocking new directions."

insider political stories? Music in computer games is infinitely better than what we had a few years back, but it doesn't match what people are buying today. Where is the country western music? The rap? The reggae? The new age?

Think for a second about the last time you wandered into a bookstore. Were the books displayed in the same categories as at a software store; Strategy, 3-D Simulation, Adventure, Windows, Education? My guess is the books were categorized as Fiction, Non-Fiction, Travel, Photography, Business, Self-Help, Reference, etc. I'll make a prediction here: Within ten years every category that exists

solo. Why not change the tempo or even the key of the music? In the entertainment industry of the future you're in control. That's the beauty of interactivity.

How about films? There will come a day when you'll see product like Jane Fonda videos done on a computer. The computer can be rigged to monitor your body and adjust the workout to fit. I've seriously considered having *The Sierra Network* link the exercise bikes at all of our houses so we can have a national road rally.

One thing which Hollywood is excited about is the use of interactivity to allow you to choose what movie you want to watch on TV. Pay-per-view is coming home. You will see very soon the ability to request any movie you want and have it delivered electronically into your home rather than running out to a video store. You'll be able to order the goods you see in commercials just by hitting a button on your remote control.

Blurring the Line Between Mediums

While Hollywood is getting more interactive, the interactive entertainment industry is getting more Hollywood. The adventure games we have in development now will be so movie-like that the only thing that reminds you that you are watching a computer game is that the central character waits while you go fix a sandwich rather than continuing without you. There is a merger coming at the speed of light between Hollywood and Silicon Valley.

I am more committed than ever to studying mainstream entertainment bestseller charts and bringing you the kind of entertainment you demand from these other, more mature, mediums. If you want to see what we are up to, study these industries and look at your software store to see what is missing.

This does not mean that Sierra will be publishing Madonna's next book or

album; although, it does mean that I shouldn't be afraid to. I am trying to adjust my thinking to look at Sierra as a



The Sierra Network is the best evidence to date of just how far the interactive entertainment industry has come.



Games like Police Quest 3 have probed the gritty realities of urban crime. But are they pulling too many punches?

publishing company. The answer to why Time-Warner published Madonna's book and Ice-T's song is that many of you wanted to buy it. For a publisher to not publish a product which many customers want to buy is censorship.

"Maybe Sierra shouldn't publish anything from Madonna or Ice-T. But what about Rush Limbaugh, Malcolm X, or Al Gore?"

How Far Should We Go?

Is censorship good? Would Sierra publish something as controversial as the products we've been discussing? I honestly don't know. I do know that I am very protective of children. I worry a lot that kids sometimes play our *Leisure Suit Larry* game. I worry a lot more that they



Leisure Suit Larry 5. Has adult humor gone too far or not far enough?

in books, records or films will exist in the interactive entertainment industry.

It seems understandable how a computer can replicate a book, but you might be puzzled on how I think computers can do all the things records or films can do. The catalyst for change will be the same as it's always been in this industry: technology.

Technology Will Push Us in New Directions

It will not be long at all before all computers have CD-ROM drives, or something better (yes, there is always something better). Putting music on CD-ROM games isn't a new concept but

sometimes watch prime-time TV which is often even more outrageous. I also know that if you were to add up all the books on "The New York Times Fiction Bestsellers" list over the last ten years that didn't contain a dirty word, you wouldn't need to count very high. And yet, Sierra hasn't had the courage to put one of these words into our *Leisure Suit Larry* or *Police Quest* series, even though they are the top selling adult computer games. Why is this? Does it need to continue?

Adding more realistic language to *Police Quest* will generate controversy. Is controversy good? Well, not always. Maybe Sierra shouldn't publish anything from Madonna or Ice-T. But what about people such as Rush Limbaugh, Malcolm X, Spike Lee, Ross Perot, Al Gore, Ken Kesey, Oliver Stone, etc? Movies with political overtones are a fact of life in Hollywood. The software industry, if it is to realize its full potential, must be willing to give voice to some highly opinionated people.

I was speaking with one of my designers recently about doing a game which is based on events from today's headlines and which would be written by one of the newsmakers themselves. Their first reaction was "Hey, you can't do that. Computer games are for fun, they're not to be taken seriously." I understand his concern. Even though I see us as a publisher, many people still think of us as a computer game company. This is wrong. The computer entertainment industry is just now in its infancy. Look at the products we are producing now compared to ten years ago, and technology is moving faster - not slower! The computer is the most powerful communication medium in the world. Why waste its potential?

I want to encourage our writers to stretch the limits of what people thought was possible, or even marketable. Our established series will continue as they have been, with logical improvements to reflect the greater graphic and audio power of tomorrow's computers. What I want to do additionally, though, is to study more closely the trends in these other industries to get a better idea of the kinds of products you are interested in. And, I want to study the things that can't be done any other way except with a computer and help to define the new areas of entertainment that couldn't exist before.

Welcome to the Age of Interactive Entertainment

We are at the birth of the fourth major entertainment industry. It is more powerful than those that have gone before and can be used to develop content that couldn't be done

in the others. For instance, how can a book, record or film give the experience of flying a plane, playing pinball or saving the planet (such as in *Sim City*?) This industry will produce its own analogs to all the subject areas that exist in the other mediums and then go on to begin to explore the possibilities that are only possible in this medium.

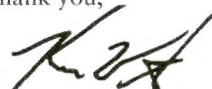
Even I get surprised once in awhile by how interactivity will change conventional entertainment mediums in the future. Here's an example where interactive entertainment technology has been applied to art. Bill Gates (Microsoft's President /Founder) is building a house. Allegedly, he is using huge flat screen computer monitors placed around his house, where paintings would ordinarily be, on which he is displaying scanned versions of famous works of art. The computer can be asked to display any particular painter randomly, or only paintings that fit a particular mood or a period of history. In one rumor, I heard that the paintings could even be intelligent as to who happens to be standing in front of them, and can respond to the preferences of the viewer, so I'd see different paintings at Bill's house than you might.

You have to take great risks to change the state of the art. You have to be willing to be a pioneer. Sierra will produce some

"While Hollywood is getting more interactive, the interactive entertainment industry is getting more Hollywood."

very unusual product in the next year. I want to try to stretch the definition of interactive entertainment. Write, let me know what kind of products you think we should be producing. After all, we're producing them for you!

Thank you,



PS. I promised my Dad I'd say 'Hi' to his co-worker and my #1 fan, Dan Crawford. Hi Dan!

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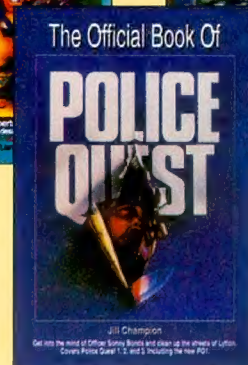
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INQUISITION 2000

EDITORS NOTE: As usual, Ken was late in finishing his column. Trouble is, we saved a little too much space for him, so we wound up with a half-a-page of attractive white space. Rather than admitting this was a mistake, Ken provided us with a guest column by his son. Ken claims Chris is the voice of a whole generation. Chris' Uncle Johnny thinks he's a punk.

By: Chris Williams

Hi...!! Hello? Oh, yeah, forgot I'm writing...sorry. Ok, I know, stupid joke. If you're wondering what this is then I'll tell you. This is a column written for teens (age 13-18 only) by me, a teen. What I'm going to do is: (a.) write about my favorite Sierra game, (b.) write about my ten favorite games in order, or (c.) Sierra's top ten in order. Now that I've explained what I'm doing I can get on with what it is I'm going to write about.

Since this is the first issue this column is in I'm going to only do (a.) and write about *The Incredible Machine*. *The Incredible Machine* is a game where you put together a bunch of pieces to solve a puzzle. For instance, in one you had

to get three baseballs, that were dropping, into a pit off to the side—so you had to get three guns, aim them accurately and figure out how to pull the trigger. The only comparison that I can think of to *The Incredible Machine* is the board game *Mouse Trap*, in which there is a bunch of odd pieces that you put together to get to some goal, that being catching the mouse. The good thing with *The Incredible Machine* is that you can put the pieces together however you want instead of the fixed way they go together in *Mouse Trap*.

I don't think *InterAction* only wants two paragraphs so I'll write about *Johnny Castaway*, also, and, if I think of some more about *TIM (The Incredible Machine)* then I'll include it. *Johnny Castaway* is about a man who was shipwrecked on a small island out in the middle of nowhere. NOTE: *Johnny Castaway* is not a game, it's a screen saver, so all you do is watch him move around on his island (which is about 15 ft. wide with a palm tree in the center). Once I sat for an hour watching it to see what all he did. So here's some of them: fishing, swimming, working on his raft, eating, and various other things. ...Oh, yeah, in *The Incredible Machine* there's a part called free-form mode where you can make your own machine. In it you can change air pressure to where a basketball will fall up, and gravity to where a bowling ball will take about 7 seconds to fall to the bottom of the screen.

Now, let's get back to *Johnny Castaway*. *Johnny Castaway* is a screen saver for Windows™ (a screen saver is something that comes up automatically if you aren't doing anything with the monitor). (Somehow it saves the screen; I don't know how.) Most screen savers that I've seen have been boring, one had a bunch of toasters with wings flying...

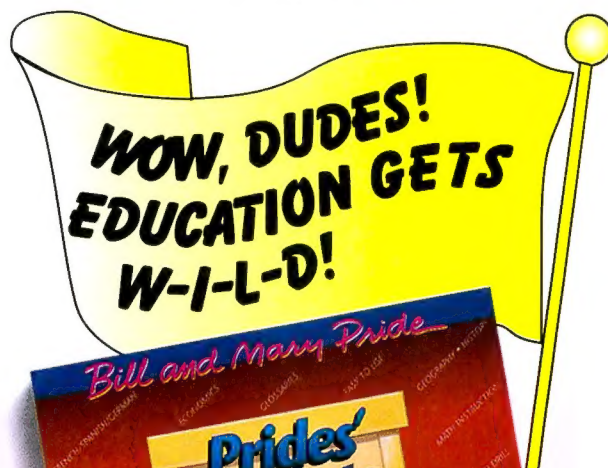
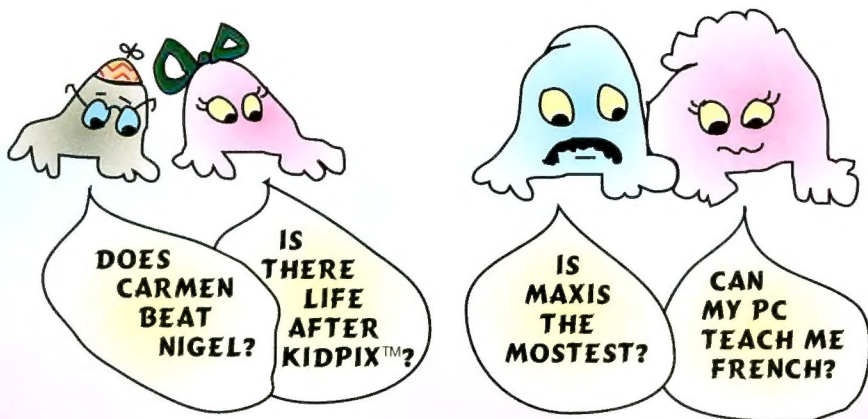
== We interrupt this column to say that if this is really bad it's the writer's fault not *InterAction*'s. Sorry for the inter-ruption...we now return you to *Inquisition 2000*==

...across the screen (is that exciting?). Here's some of the things the computer does in *Johnny Castaway*: the clouds move, the tide goes up and down, it changes in between day and night, and the view of the island changes.

Well, I'm finished. I hope this is enough for *InterAction*, so now I'll say bye. If you liked this a lot then write to *InterAction* saying so and they might pass your letter to me. If you ever want to ask me something about a game and you have TSN then I'll answer to the best of my ability (some games I haven't played so I won't be able to answer those). Now the addresses:

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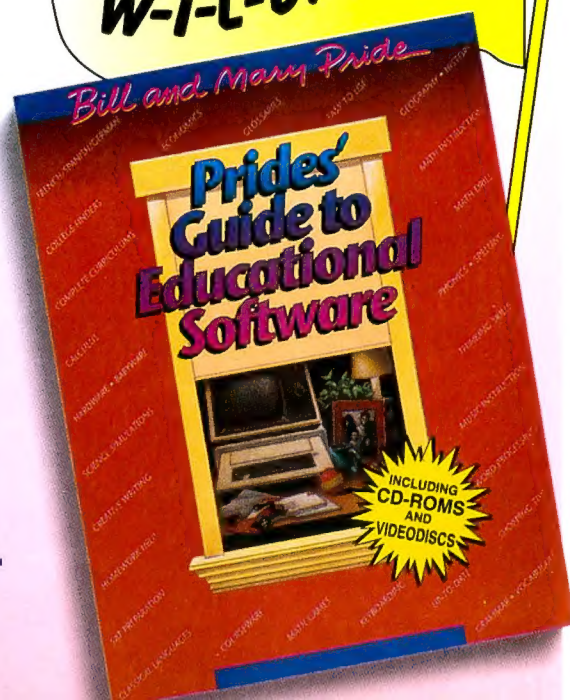
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CORRESPONDENCE



A Bulls-eye For Longbow

I'd like to tell you how much I like the game *Robin Hood: Conquests of the Longbow*. Before I played it, I didn't even know who this Robin Hood guy was. All I knew was that he's deader than dirt and that he was in an old book. Then along came *Robin Hood: Conquests of the Longbow*. It looked cool. So I went out and bought it.

I loved the game from when the Sierra name popped on the screen to this day, where it sits on my shelf. Yes, I finished the game and had a sudden interest in this guy called Robin Hood. Next day I'm assigned a book report of a book of my choice. Guess what book. Yes, Robin Hood. And I read that book faster than a Dick & Jane book. The game you made got me interested in Robin Hood. Robin Hood and Middle Age literature and history. Later, I read Richard the Lionheart and other things. I even started playing Nine Men's Morris with my dad! All I have to say is "thank you." If there was a class in high school about Medieval times, I'd ace it in no time.

Thank you, Sierra, for making great games like Robin Hood. Keep making games that affect people like me educationally.

Jon Goodman
Vancouver, WA



Kids and Computers

I've been addicted to Sierra games since we got our first computer (Dec. 1987). *Mixed-Up Mother Goose* was our first Sierra game. It was bought for our two children, ages three and five at the time. The computer was going to be a learning tool for them.

They certainly learned how to maneuver their way around the screen. They could boot up the machine and get the program running in no time. We then went on to the *Black Cauldron*. They needed my help for this game, and this is when I became hooked. They felt safer when Mom was in control of the keyboard.

Mom has yet to relinquish control of the keyboard and computer.

It was on to *King's Quest I* and then *Space Quest I* and then *Police Quest I*. I sometimes even gave games to the kids for Christmas and birthdays just so that I could play them myself!

I had to learn how to install programs and how to use the modem (to call the hint line, of course). My daughter, who is now ten, and my son, who is eight, have always been called upon to teach other kids in their classes how to use the computer. They enjoy replaying the games by themselves now, since they are more confident. My daughter even went on to read the *Black Cauldron* books!

Other moms may scoff at me "wasting" my time playing games, but I usually have an audience of two kids helping me map out places and keeping notes for me and keeping track of our hint line password, etc. We've learned a lot through *EcoQuest*, *Dr. Brain*, and *Operation Neptune*, which are meant to be fun and educational, but we've learned a lot just playing the other games, too.

I think the quality of the Sierra/Dynamix games are unsurpassed. The games are easy enough for a mom to play! Thanks for the entertainment.

Lillian Reis
Issaquah, WA

Nick's Picks Strike Again

Recently, while I was in Electronic Boutique with my husband, we purchased *Leisure Suit Larry's Casino* and *King Graham's Checkers & Backgammon*. My husband enjoys the *Casino* disk, but I really wanted to write to you about *Backgammon*.

My husband travels a lot, so when we married, I started looking for games to play with the computer. Enter King Graham. Suddenly, I had the perfect backgammon game. There are three levels of play against the computer, and the pieces are moved by mouse — click and glide — so easy! I couldn't believe I got such a great game for so little money. I've played the checkers game a few times (although I never really liked checkers) and I love that game also.

Again, thanks for such a great backgammon. Keep up the good work!

Wendy P. Demby Black
New Orleans, LA

Thanks for the kind words. For even more fun, you should give The Sierra Network a try. On TSN, you can play backgammon and dozens of other games on-line, live, with realio-trulio human opponents. Be warned, however, that there are perils to having too much of a good thing. Just read the following letter. - Ed.

TSN and Sympathy

Boy, I'm gonna find a way to get you back if it's the last thing I do! What's the big idea of sending me a TSN startup disk with my *InterAction* magazine and getting me and my family addicted to TSN? Who do you think you are Mr. Wanna-Play-TSN-With-Me? You just slip your little disk right in there! What, did you think I wouldn't try it? Did you imagine maybe I wouldn't like it? Boy, you make me so mad!!!

Hey, all I wanted to do was take a look! Oh, sure, you said, "Here, take three hours free, it's on me." Hockypucks! How was I supposed to have so much fun and then after only three hours say, "Oh, gee, that was nice, but no thanks"?

We signed-on last Friday. This morning (Monday, only 48-hours later), I had to call to get more time! How could you do this to me! Now I have to share with everybody! Oh, sure, they just sit and laugh their heads off this morning a they become their new "personae" that were created with TSN. My wife is at the video library this very minute renting *Gone With the Wind* so she can really get into her fantasy character "Scarlet" with some guy named "Rhett" she just met on Sierra3! I don't mind you sending me stuff. I don't even mind if you go on writing all that game software. But does it have to be so much fun?

In all sincerity, thanks for sending the free startup disk. We really had a heck of a time this weekend. My wife and I were up till 4:30 (a.m.!) playing in this silly world called TSN! Great job!

Morris, Nanette, Jessica, Catherine, Sean,
and Ryan Ingham
La Grange, KY

We've also heard from readers who didn't get their free TSN trial membership kit with the last issue. If you have a modem and a 286-16 or faster, call 1-800-SIERRA-1 and we'll send you one. And check out the TSN articles on pages 61-65.

Spear of Destiny

A Wolfenstein 3D Arcade Game



FLOOR	SCORE	LIVES	HEALTH	ARMOR
6	4400	3	36%	23



FLOOR	SCORE	LIVES	HEALTH	ARMOR
5	2900	3	17%	83



FLOOR	SCORE	LIVES	HEALTH	ARMOR
9	2800	3	80%	93

Virtual Reality!

Spear of Destiny brings virtual reality to the PC, hurling you into an intense battle between good and evil in which only *you* can save the world! A breathtaking musical soundtrack sets the mood, while amazing "first person" visual perspective and spectacular digital stereo sound effects give an experience like no other game you've ever played!

Features!

- ✳ spectacular VGA virtual reality system
- ✳ breathtaking musical soundtrack for Adlib, Sound Blaster
- ✳ digitized stereo sound effects for Sound Blaster, Sound Source
- ✳ over 20 complete floors to cover
- ✳ 4 levels of play difficulty
- ✳ special extra challenges for advanced game players
- ✳ saves multiple games in process

What the Reviewers Say!

- ✳ "the player is 'there' like no game I've ever played..."
- ✳ "the sound and the visual action, is frighteningly realistic..."
- ✳ "I can't remember a game making such effective use of perspective and sound and thereby evoking such intense physiological responses from its players."



NEWS NOTES

KING'S QUEST VI SHIPS GOLD!



The most eagerly awaited computer game of 1992 rolled off the loading docks at Sierra on Tuesday, October 13, and immediately went gold! Over 130,000 copies of the game went out in the first shipment.

Sierra duplicated over a million disks and kept almost 100 people busy packing the epic game. At peak performance, Sierra's operations crew packed over 2700 boxes per hour during the *King's Quest* marathon.

NEW NICK'S PICKS

Bargain software lovers made the first five titles of *Nick's Picks* such a hit, the folks at Sierra are rolling out five new titles, each a complete action/arcade game for about ten bucks.

Unlike the first round of games, which were extracted from larger Sierra games, the new *Nick's Picks* are all-new arcade adventures, available in EGA. The new titles are:

Paragon: Wired for Action. Your life hangs by a wire as you make your way through the 20 levels of *Paragon*. On each level, you must collect the required treasures, then roll down the exit tunnel.

Rescue Rover: Attack of the Robots. Robots have kidnapped your dog. Each robot room is a new test of your wits, requiring you to manipulate mirrors, boxes, and balls in your quest to get past the deadly automatons.

Slordax: The Unknown Enemy. Launch a strike on the evil *Slordax*, protecting the peaceful realms of the galaxy. Fire up your star cruiser and hang on for the fight of your life.

Dangerous Dave in the Haunted Mansion. Explore a creepy old house as you make your way past zombies, malevolent dwarves, creeping ooze, giant spiders, and a host of other nasty creatures. Your only protection is your trusty shotgun (and maybe some treasure you'll find along the way).

Hover Tank 3-D: Operation Death Trap. Guide your hover tank through twisting city mazes to rescue humans from their mutant oppressors. The clock is ticking, though, and you'll have to move fast.

KING'S QUEST VI THEME HITS RADIO STATIONS NATIONWIDE



"Girl in the Tower", the love theme from *King's Quest VI* has been sent to radio stations across the country as part of a promotional campaign for the most popular game of the season.

Composed by Mark Seibert with lyrics by KQVI co-designer Jane Jensen, the song is a duet between Prince Alexander and Cassima (performed on the record by Bob Bergthold and Debbie Seibert). For a list of stations playing the song, consult the special booklet inside *King's Quest VI*. To get your own copy of the song, read the next item.

SIERRA'S GREATEST HITS COME TO CD

The best selections of Sierra's award-winning soundtracks have finally been assembled on one compact disc.

The Sierra Soundtrack Collection features the compositions of Mark Seibert, performed by Mark and a host of other talented musicians. In addition to "Girl in the Tower", the collection contains themes from *King's Quest V*, *Quest for Glory*, *Conquests of Camelot*, *Conquest of the Longbow*, *Codenamed: Iceman*, and *Police Quest II*.

This collection is sure to be a hot gift for gamers this season, and it just so happens that *InterAction* has a great deal on the CD. Check out the offer on page 44

KING'S QUEST PRINT AVAILABLE IN LIMITED EDITION

Fans of the *King's Quest* series have the rare opportunity to own a piece of game history. A 19" x 26" lithograph of The Lord of the Dead is available in a limited-edition run. Each print is numbered and signed by Roberta Williams and artist John Schroades.



Roberta Williams and Theron Kabrich with the "Lord of the Dead" print.

The run is limited to 450 copies and priced at \$300. The print is being offered exclusively through The San Francisco Art Exchange, a gallery best known for offering works by Picasso, Miro, Rockwell, Vargas, Roger Dean, and Rolling Stones guitarist Ronnie Wood.

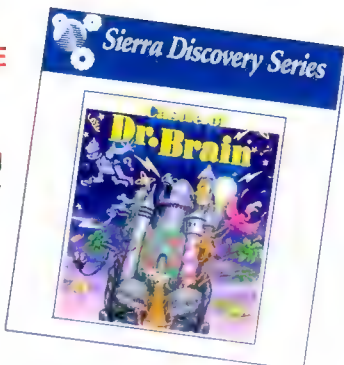
Theron Kabrich, co-founder of the gallery, said he anticipates demand to be extremely high for this litho. Over a million people will see ads for it, making it attractive to both *King's Quest* fans and the many collectors of fantasy art that regularly buy pieces from The San Francisco Art Exchange.

For more information, contact the San Francisco Art Exchange at (800)344-9633.

TEACHER PACKS AVAILABLE FOR SIERRA DISCOVERY SERIES TITLES

Special packages have been created to help teachers use *Sierra Discovery* games in the classroom. The first two titles to roll off the line are *Castle of Dr. Brain* and *Eco Quest: The Search for Cetus*. The lesson plans were developed by a team from the Education Department at UCLA.

Each Teacher Pack contains the complete consumer software product, along with approximately 20 different lesson plans which are carefully coordinated with the educational contents of the game.



Castle of Dr. Brain is a fun-packed puzzle game that challenges students to solve problems involving math, logic, language, programming, cryptography, spatial relations, and astronomy. *EcoQuest: The Search for Cetus* is an ecological adventure game that introduces students to environmental issues and marine life studies.

Students are stars when they learn with The Castle of Dr. Brain.

The packages are available in both MS-DOS and Macintosh versions, and with licensing agreements for two or five machines.

Teachers who would like more information on the series can contact Marilyn Fidler at (209)683-4468.

FIVE MORE PEOPLE WIN OVER \$2500 IN GAMES IN WARRANTY CARD CONTEST

Five more randomly-drawn registered Sierra game owners have won complete Sierra/Dynamix game libraries. Four times a year, five product registration cards are drawn and the winners receive every game available for their machines. To get in on the contest, simply return your product registration card from a new Sierra or Dynamix game.

Winners this time are:

Randy Peake, Ontario, Canada

Kerby Seeley, Iowa

Steve Summers, Pennsylvania

Bruce Owen, New York

Martha Aschwander, California

NATIONAL GEOGRAPHIC WORLD COVERS EcoQUEST: LOST SECRETS OF THE RAINFOREST

A six-page feature on the upcoming *EcoQuest: Lost Secret of the Rainforest* will run in the December issue of *National Geographic World*, a kid's magazine published by National Geographic.

The team interviewed designer Gano Haine other members of the *EcoQuest* team, and spent five days shooting pictures at Sierra's headquarters in Oakhurst, CA.

EcoQuest: Lost Secret of the Rainforest continues the tale of Adam, who must race to save an ancient rainforest from the slash-and-burn tactics of a renegade developer.

National Geographic World reaches over a million children around the world.



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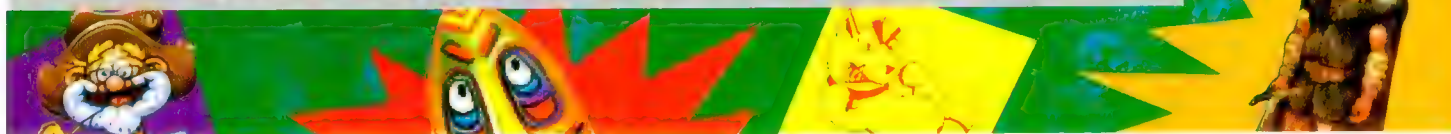
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NEW GAMES UPDATE



Coming up from Sierra and Dynamix

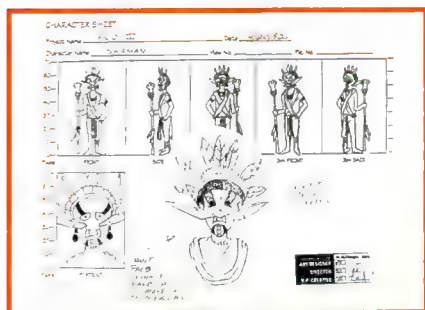
Here's a quick update on some of the projects being worked on at Sierra On-Line and Dynamix. Please note these are works-in-progress and won't be available for sale until their actual release.

Aces Over Europe

This simulation of WWII tactical air combat in the European Theater of Operations is now in full development. Train-busting, tank-busting, and evenly-matched dogfights are among the missions. It should be ready for release in the spring of 1993.

Codename: Phoenix

Still in the formative stages, this new spy-thriller has a target release date of late spring. The game will feature lots of international locations and a photo-realistic, high-style comic-book look.



A character sheet for the Shaman in EcoQuest: Lost Secrets of the Rainforest.

EcoQuest: Lost Secrets of the Rainforest

The game is looking great, with beautiful graphics and talkers and terrific puzzles. The design team is working on a "helper" button in the icon bar so you can get help when you don't know what to do. Scheduled to ship early in 1993.

Front Page Sports: Baseball

The art is about 75% done and programming has just started on this incredibly comprehensive major league game. The high-res graphics in the arcade

mode look like you're watching a game on TV. Due out in late summer or early fall of 1993.

Front Page Sports: Football

The design team is doing some final adjustments to the play balance of this mammoth pro-football simulation. It's a football fanatic's dream. Target release date is December.

Goblins 2

Even more maddening than the original *Goblins*, this whacky adventure stars Fingus the diplomat and Winkle the practical joker. You've got to get both members of this demented duo to function at the same time to solve the game's killer puzzles. To be released in early 1993.

Inca

This hot blend of fast-action arcade sequences and tough strategy puzzles are enhanced by truly spectacular, video-captured graphics and incredible animation sequences. The game should be available in early 1993. Sierra will also be releasing a music CD of the game's haunting soundtrack.

Incredible Machine

The ultimate erector set for puzzle addicts is now in final beta-test and almost ready to ship. You can try a free demo on Sierra's BBS (1-209-683-4463). All that's left is a little fine-tuning, and the game will probably be in stores by the time you read this.

Island of Dr. Brain

The design team is adding some last minute suggestions by Ken Williams as they refine and polish the puzzles just prior to release. This test of problem-solving and knowledge features puzzles that auto-generate so they're different each time you play. To be released any moment now.

Multimedia

CD versions of *Space Quest IV* and *EcoQuest: The Search for Cetus* will be out by the end of November, with VIS versions soon following. The *Laura Bow in The Dagger of Amon Ra* CD should be done by the end of December. The *Leisure Suit Larry 1* CD and the

talking *King's Quest VI* CD will both be out in early 1993.

Police Quest IV

Research and story construction continue for the next installment of this popular, realistic police action series. The game should be completed sometime in the fall of 1993.

RAF In The Pacific

The big feature in this WWII air combat sim is that it will let you use all the original planes from *Aces of the Pacific* plus a new selection of British aircraft. No firm release date yet.

Raymond E. Feist's Riftwar Legacy, Vol. One: Betrayal At Krondor

All the tools and programming are done, and the design team is just finishing data entry on this state-of-the-art fantasy role-playing game. This game is huge, with some 224,000,000 square feet of fantasy world to explore. It should be out in early 1993.



A rough, computer-drawn, "pencil sketch" animation cel from Slater & Charlie Go Camping.

Slater & Charlie Go Camping

Layout is about 85% complete for this ingenious, interactive children's book about the comic misadventures of two cartoon dinosaurs. Filled with sight gags and surprises, the program reads the story aloud, highlighting each word of screen text as it does. Kids can also explore and interact with the story, making new, audible sentences. Due out late spring or early summer of next year.

Space Quest V

In this gag-filled space opera, Roger Wilco has the dubious help of crew members like Cliffy, his chief engineer and all-around (sometimes) fix-it guy. Game art is finished



Well-oiled adversaries await in Space Quest V: Roger Wilco in the next Mutation.

and programming is 75% complete. Look for it early next year.

Twisty History

This humorous yet historically accurate time travel adventure is almost out the

door. The team is adding final touches to the audio. The game's classic animation and special visual techniques look great. Demos have been sent out and the game will ship in early 1993.

World War II: 1946

This mission disk for *Aces of the Pacific* is really hot. Get ready for the sound of screaming jets and fast action over the Japanese home islands. Scheduled for release in November.

Take-A-Break! Pinball

Lots of animated playing surfaces, flashing lights, bumpers, and sound effects are packed into this fast-loading pinball game

for *Windows*. The game even includes digitized speech so characters can speak to you as you play. Slated for late fall.



Take-A-Break! Pinball, the latest title in the series of new Windows-based games, features multiple pinball games and characters from Sierra and Dynamix's hottest titles.



The design team is now adding speech for the eighteen computer opponents in this VGA pack of eight classic card games (including Bridge and Euchre). For release in early 1993.



Bridge expert Billy Joe McAllister from Hoyle Classic Card Games



The computer players say their bids aloud and a helpful matrix displays the remaining legal bids as the auction progresses when you play a game of bridge in Hoyle Classic Card Games.

Freddy Pharkas: Frontier Pharmacist

Character design and all exterior and interior art is complete in this new design by Al Lowe. Package design has been started, and text is being input. Al claims this Western comedy will be fun for the whole family when it's released next spring. We'll see.



Indian



Madame Ovarree



Whitlin Willie



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★★★ Front Page Sports: ★★★ FOOTBALL

How Dynamix' breakthrough football simulation left two stalwart computer jocks gasping on the gridiron.

by Larry Buchanan

Have you ever had that feeling, that aching deep inside your gut that says, "I should have cleaned his clock when I had the chance"? Well, I have that feeling now. I had him. I know I did, until — but I'm getting ahead of myself. Let's start at the beginning:

It was a Friday in late October, about 4:50 p.m., and Mike Weiner and I were just finishing our day in the Technical Support Department at Sierra On-Line. We had just received a beta-test copy of Dynamix' new *Front Page Sports: Football* and made the fatal mistake of deciding to take a look at it before we went home. "My wife will kill me if I stay too late," Mike warned. "I can only take a quick look."

Famous last words.

We loaded the game onto our computers, and I moved over to Mike's desk so we could go through the game together.

The introduction screen offered us several options. One of them, the "Quick-start," would have taken us right into a game using default settings. But we wanted to create our own league and teams, so we chose the "League Play" option. *FPS: Football* lets you build leagues of 8, 10, 12, 18, or 28 teams and play them in multiple seasons. The neat thing is that all your player stats carry over from season to season, including adjustments for player aging.

After creating our league, we went to a "Trade Desk" to draft new players for our teams. Each of the 1,400 players is rated for speed, acceleration, agility, strength, hands, endurance, intelligence, and how well he performs under pressure. These skill ratings are adjusted during the game to reflect injuries and pre-season training camp.

Once we'd selected our teams, the game gave us several options we'd never seen in a football simulation before. It let us select the weather conditions, the temperature, the month, wind, humidity, precipitation, location, and whether we'd be playing on natural or artificial turf. We made our choices, and Mike threw down the gauntlet:

"Ready when you are, sweat sock breath," he snarled.

Emulating Vince Lombardi at his best — or was it Guy Lombardo at his worst? — I shot back a clever, "Sez you!", and the fans in the stands went wild; a little friendly competition.

Mike won the on-screen coin toss and elected to receive. After a booming kick-off

into his end zone, my special team guys buried Mike's return man on his own twenty-yard line.

I smiled at Mike. "Watch your step," I warned. "It's starting to rain."

And it was. The game had kicked in our weather selection, turning the field into a wet, muddy morass. We had real football weather. This was great!

We soon ran into another example of the game's terrific level of detail on Mike's first offensive series. He attempted a pass on second down, and I sacked his quarterback for a three-yard loss. Before I could celebrate, however, the referee appeared on-screen and announced: "Larry's team — Illegal motion, five-yard penalty, down over." We'd never seen that penalty in any other football sim before. As we continued to play, Mike and I discovered *FPS: Football* has more types of penalties than any other computer football game out there.

As we pushed each other up and down the muddy field, the rest of the first half went pretty smoothly. We quickly got used to the interface and found all kinds of neat menus that let us adjust the level of realism and the visual detail. We set the detail so high, we could actually count the blades of grass on the field. Well, we could if that's what we wanted to do, but we wanted to play football.

By the last minutes of the fourth quarter, the score was 17 to 14 (I was in the lead, naturally), and I had Mike right where I wanted him. With less than three minutes left to play, I had the ball on Mike's eighty-yard line. Mike tried to look calm, but I could see the beads of sweat forming on his forehead. It was comforting to know I was not the only one feeling tension in my gut.

I wanted to make sure I'd blow away Mike's defense for one more big score. Although there are some two-hundred stock plays in the game, I felt it was time to try a little play designing, just to make sure nothing went awry. I went back to my own computer to concoct a little icing for the victory cake.

FPS: Football lets you edit any of the stock plays or create your own playbook. You can design plays to use fakes, multiple hand-offs, and other razzle-dazzle ploys, or to key on specific players. You can even give individual linemen up to seven types of independent blocking assignments. I planned to design a play that Mike would remember for a long, long time.

I'd been playing strong to the right all night, chucking most of my passes to my right end. I knew all I had to do was to fake to the right, create a diversion on the far left to split his defense, and carry the ball through the hole that was sure to open up.

He's to the thirty, the twenty, the ten...

It took just a few moments to set up: a few clicks of the mouse button to design the play, a quick click on the "Practice" menu to see how my players would execute the play, and a minor readjustment to make it perfect. I saved my play to disk and hurried back to Mike's desk, ready to clean his clock with style.

I could hardly contain my excitement as I loaded my disk and hiked the ball. The play began beautifully, just as I'd planned. My quarterback faked a hand-off to my right halfback, then faked a pass to my left end. Mike's team reacted just as I'd predicted. I could see a great, big, beautiful, unguarded hole opening up in his defense. But the cheer of triumph rising in my throat as my quarterback ran for daylight turned to a strangled gasp of horror as he slipped in the mud — and fumbled the ball! One of my backs recovered it, but for a three-yard loss.

"Watch your step," Mike grinned.

I was under pressure. I called my last time-out so I'd have time to think. I skimmed the "Load Play" menu and selected a pass to the left. I'd used it successfully early in the game and felt I could use it now to wipe the grin from Mike's face.

I snapped the ball and scanned the field as I dropped back. As I waited for my left end to get into position, I saw that Mike's left tackle had broken free and was coming at my quarterback like the Terminator. I carefully lofted the ball over his head — and it was picked-off by one of Mike's defenders! He galloped down field for fourteen yards before I could finally knock him out of bounds.

I clicked the mouse to review the play again from the game's VCR mode. No matter which of the nine camera angles I chose as I zoomed into the action, the ball was Mike's.

I couldn't believe it. One minute you think you have the game won, and the next you're selling popcorn in the stands. First, I'd fumbled. Now this interception. How could it have happened? I'd designed the perfect play, had the perfect plan. It occurred to me the same question, the same gut-wrenching

FRONT PAGE SPORTS: FOOTBALL

★★★ Feature Comparison ★★★

	FPS FOOTBALL (Dynamix)	JOHN MADDEN II (E.A.)	PLAYMAKER (Broderbund)	JOE MONTANA (Sega)	MIKE DITKA (Accolade)	NFL PRO LEAGUE (Micro Sports)
GAME TYPE	Action & Statistics	Action & Statistics	Action	Action & Statistics	Action	Statistics
QUICK PLAY OPTION	Yes	Yes	Yes	Yes	No	No
LEAGUES AVAILABLE	8, 10, 12, 18, or 28 teams	None	None	28-team league	28-team team league only	28-team league
CONTINUE TO NEW SEASON	Yes, with updated stats	No	No	No	No	No
MANUAL & DOCUMENTATION	Extensive strategy on play design, trades & draft	Average strategy & play tips	Better than average - some strategy tips	Average - minimal strategy & play tips	Average	Average
PLAYERS ON A SQUAD	45 on active roster, 2 on IR	Over 50 (violates NFL rules)	30 on roster	50 players (violates roster rules)	32 players	45 players
PLAYER SKILL RATINGS	8 categories each for 1400 players	4 - 8	None	Some	4 categories	All major categories
PLAY EDITOR	Modify 200 plays or create your own	180 base plays or create your own	Modify any play	36 stock plays or create your own	132 base plays or create your own	No
DIFFERENT STADIUMS	Every City, grass & turf	Yes, grass & turf	No	No	No	No
WEATHER	Select by month, temp, wind, humidity, & precipitation conditions	Yes, sun, rain, & snow	No	No	No	Select by month, wind, & precipitation
STATISTICS	Over 350 categories, multi-season updates	Single game stats only	Single game stats only	Yes, limited	No	200 categories
INSTANT REPLAY	9 different angles	Yes	No	1 angle	4 angles	No
MODEM PLAY	Soon	No	No	No	No	No

reaction must be what hits real pro quarterbacks and coaches when they, too, are betrayed by the gods of the gridiron.

It was then that the power *FPS: Football* really hit me. I looked at Mike. "You know," I said. "The only thing this game doesn't have that the stadium does is a ticket booth, beer stand, and that annoying kid who always kicks the back of my chair."

The plugged-nickel defense

It was do or die time. Mike had the ball in his own territory and over half the football field to slog through before he could score. The field was soaked, both teams were tired, and the temperature was falling. I knew I'd have to take all this into consideration when I directed my defense because the game was going to when it calculated the outcome.

There were now less than two minutes left in the game. Mike was ready. Our teams lined up, he snapped the ball, and miracle of miracles, my pit bull tackle broke through his line for a certain sack! Well, almost certain. Mike got the ball off at the last second, and his right end racked up a twenty-four yard gain.

Mike smiled serenely. I growled and muttered something unsportsmanlike, wishing I'd saved my last time out so I could do a little more thinking about how I was going to stop him.

I barely had time to feel sorry for myself before Mike hiked the ball, deftly sidestepped my hard-charging center, and hurled a long bomb down field. His throw was right on the money, straight into the hands of his left end. His sure-handed, fleet-of-foot, Teflon-coated left end, who streaked fifty-nine yards for a touchdown and victory.

"YES!!!" Mike yelled, jumping up and down on his chair. "Yes! I beat you!"

The game was over. I'd been defeated. OK. But I also knew something Mike didn't:

"Mike," I said calmly. "It's ten-thirty. Your wife —"

Without waiting to hear the rest, Mike dashed out of the office with the speed of O. J. Simpson in a broken-field run through LAX.

★★★The fat lady sings★★★

I settled back in my chair and savored the fruits of my moral victory. Yes, I'd lost the game — but what a game it was! I was impressed with the unprecedented level of detail with which *Front Page Sports: Football* presents football strategy, statistics, and action. It's truly a comprehensive simulation that lets you tackle all of pro football, from drafting teams and forming leagues to designing plays and running the action on the field. You can customize the game to match your interests and skill. You choose the areas of team management, coaching, and field play that you'll control. The computer will handle the rest. I sighed and thought to myself, "Even though I lost, *Front Page Sports: Football* is a winner!"



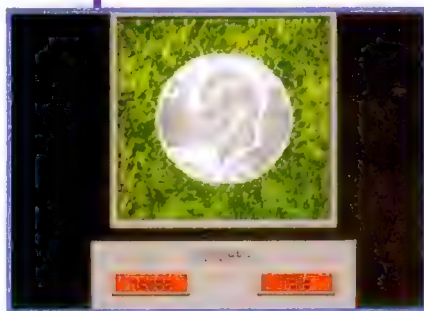
From the makers of the world's hottest flight simulators comes the most comprehensive and realistic sports simulation ever to hit a PC screen: *Front Page Sports: Football*.



With detailed logic behind every player, you'll swear it's live ball. The realism is so exact that players even age from season to season.



Create 8, 10, 12, 18, or 24 team leagues and watch 'em play. *FPS: Football* is the only simulation that lets you watch an entire game or season hands off.



From coin-toss to the final field goal, *FPS: Football* annihilates the competition. You won't find a finer game about putting on your cleats.



Winning is everything, and everything is what you get in *Front Page Sports: Football*: statistics, management, seasons, and 8,000 frames of roto-scoped animation.



Mistakes can be devastating! That rookie lineman may hit like a truck, but if his discipline rating is too low you'll lose critical yardage.



View plays from nine different angles-on the fly. Watch re-plays via a VCR interface that includes a free-floating camera option.



Three points down and only six seconds left, what would you do? *FPS: Football* even lets you call audibles at the last minute.

The Riftwar Legacy

Dynamix Enters the Realm of Fantasy
Role-Playing Games with

Betrayal at Kronador



By Barbara Ray

Few fantasy adventures have won the overwhelming popularity of Raymond E. Feist's best-selling *The Riftwar Saga*. Praised as a creation that "invites comparison with Tolkien's *Lord of the Rings*" (Bestsellers), *The Riftwar Saga* is infused with magic and peopled with wizards, dragons and wraiths; it has been described as "a landmark in the fantasy genre." Feist's tales tell of the world of Midkemia; a lovely and mystical land invaded by the Tsurani — an exotic warrior race from an alternate planet who transport themselves to Midkemia through a strange space "rift."

When the creative team at Dynamix took up the challenge of producing the company's first fantasy role-playing game, their first choice was to build a computer world as rich and intriguing as Feist's *Midkemia*. So, why not go to the source of inspiration, Ray Feist, himself?

Dynamix made that Feist connection and the collaborative result is *Betrayal at Kronador*, the first interactive saga in Raymond E. Feist's *Riftwar Legacy*, a new series of computer role-playing games based on Feist's *Midkemian* universe.

Dynamix's first contact with Feist was a surprise, according to designer and project director John Cutter, the creator of such games as Cinemaware's *Wings* and *The Three Stooges* and an avid fan of Feist's novels.



Experience Midkemia, an exotic world infused with magic and peopled by wizards, dragons and wraiths.

Cutter expected "a quiet guy with a long beard, who spent most of his time, when he was not writing, reading medieval history books and attending Renaissance Fairs." As it turned out, nothing could have been further from the truth. Instead of a mild-mannered sage,

Cutter found Feist to be "delightfully exuberant and outspoken — a veritable whirlwind of creativity."

Writer Neal Hallford worked very closely with Feist in developing an all-new *Midkemia* story with plot turns and character motivations that would make *Betrayal at Kronador* utterly faithful to the novels. Hallford describes Feist as a great collaborator who was always ready to confer on story ideas and details of *Midkemian* lore.

Traditionally, computer fantasy role-playing games (FRPG's) have run a bit thin on "story." The random events encountered in previous FRPG's are full of interesting information about the gaming universe and its characters; but there has been little, if any, real plot. Additionally, traditional game characters tend to be shallow, relying almost entirely upon the imagination of the player for whatever personality they may possess.

With Feist's *Midkemia* foundation as the starting point, Cutter and his team were already well beyond the humble story elements and cardboard characters of most computer FRPG's. Cutter and Hallford



A magical rift rips time and space and leads to a cataclysmic clash of cultures.

carefully researched and analyzed the people and places of Midkemia, balancing and integrating play with plot. Their goal was to provide an engrossing gaming opportunity that also conveyed an authentic sense of Midkemian time, place and purpose. In *Betrayal at Krondor*, Dynamix has created a thrilling new Midkemian experience that combines the genius of Raymond Feist with the immediacy and involvement of a richly realized, interactive, role-playing universe.

A Huge Cast, A Massive Landscape

The player will follow an epic story through nine unique, exciting chapters, each a multi-quest chronicle of story twists and intriguing encounters. The dozens of characters in *Betrayal at Krondor* have fully developed personalities with likes and dislikes, strengths and weaknesses, even secret motivations and ambitions that they skillfully conceal from the unwary player!

The universe in which *Betrayal at Krondor* takes place is enormous. To visit each location once in *Krondor's* Midkemia, you would have to accompany your character on a journey of over one million steps, covering a distance of hundreds of square miles. The game encompasses so many subplots that even a seasoned gamer may spend over 100 hours playing this epic to its surprising conclusion.

However, Ray and the game's designers also kept the enjoyment of first time FRPG players in mind. Each chapter contains several smaller "quests" that allow seasoned and beginning players to be fulfilled by every gaming session, even when exploring time is limited. An auto-mapping feature makes it easier to master the potentially daunting task of charting your location in this massive world. The



Not for the faint of heart, you must prevail in Betrayal at Krondor's realistically animated battles or suffer the grievous, and graphic consequences.

auto-map also permits you to move quickly from place to place for those occasions when swift travel can make the difference between life and death.

Exquisite Art

Krondor Art Director Mike McHugh comes to the computer gaming industry with a background particularly appropriate to fantasy world-building. McHugh has worked as an art director and a creative show designer in theme park development. With companies like MCA Universal and Ride and Show Engineering, McHugh helped develop such attractions as *E.T.*, *King Kong* and the *Miami Vice Action Spectacular* (a live action stunt show) for Universal Studios Hollywood and Florida.

To bring an extra sense of animated reality to *Krondor's* Midkemian fantasy, McHugh and Lead Production Artist Mark Vearrier supervised the creation of over 2,500 frames of rotoscoped animation. They meticulously digitized images of real actors for amazingly realistic results. Actors were clothed in elaborate costumes, designed by McHugh and Sher Alltucker. They were then



With the story-telling genius of Raymond E. Feist, Krondor's epic drama towers over the cardboard characters of most computer FRPGs.

videotaped while acting out a series of movements appropriate for their character. This video was integrated with exquisite hand-painted backgrounds that visualize the previously unseen world of Midkemia. The effect is so stunning that Vearrier said it is as "if the characters were born into an electronic universe."

Marvelous Monsters

Remember old fantasy adventure games with vaguely humanoid shapes that rhythmically quivered left and right, waving a claw every three seconds in a pseudo-menacing flutter? You won't see them in Midkemia. Monsters in *Betrayal at Krondor* are rendered in total detail, possessing a full range of horrifying movement, insidious personalities and viciously intelligent combat strategies.

To ensure that ugly is as ugly does, Lead Programmer Nels Bruckner and fellow programmers Timothy Strelchun and Steve Cordon have provided enemies in *Krondor* with evil minds to match their monstrous mugs. Sophisticated artificial intelligence confronts the player with



The nightmarish monsters in Betrayal at Krondor are cunning opponents with sophisticated artificial intelligence.

Inspired by the novels of Raymond E. Feist, *Betrayal at Krondor* contains some of the most evocative writing yet seen in computer role-playing. Here's an excerpt from the intense opening scene:

Blood soaked rags collected at the boy's feet.

One by one he tended the wincing soldier's purple wounds, stitched, salved, bandaged, did what little he could in the leaping golden halo of firelight. Fortunately for his roadside patient, he could do more than most.

Fingers slick with alum ointment, he worked fervently to tie off a catgut cord, brushed the injury with a light touch that to the untrained eye would seem only a friendly pat; others would recognize the telltale hand gesture as a magical ward against infection.

The boy packaged away the rest of his medical supplies, his thoughts focused on a third man who slumped in the shadows across from them.

"What did he do?" Owyn whispered, jerking his head towards the man.

"Gorath? Let's just say that he had the disadvantage of being at the wrong place at the wrong time," Locklear said cautiously. He snatched a greenish apple out of his knapsack, offered one to Owyn. "I have to take him to Krondor."

"Did he kill someone?" Owyn asked.

"No."

"He attacked you."

The Seigneur wiped apple juice from his mouth, shook his head.

"No, no, not exactly."

"Well, who cut you up then?"

Before Locklear could reply, Gorath was leaping forward, his chains writhing between his wrists like furious metallic vipers...

Interview with Raymond E. Feist



Author Raymond E. Feist is the well-known author of nine fantasy novels and creator of the popular *Riftwar Saga*. He has been on the *New York Times* Bestseller list three times for the softcover editions of *A Darkness at Sethan* and *Prince of the Blood* and the hardcover edition of *Prince of the Blood*. His novels have been translated into nine languages and his novel, *Faerie Tale*, is scheduled to become a major motion picture.

Writer Neal Hallford, who worked with Feist on the story and dialogue for *Betrayal at Krondor*, talked to him about the genesis of his *Riftwar Saga* and the collaboration with the *Krondor* design team.

N. Hallford: How did you get started in writing?

Raymond E. Feist: That is a very convoluted story, but the semi-short answer is that I grew up in Hollywood. My stepfather was a screen producer-director-writer and so I have been surrounded most of my life with the arts, either as a consumer or as a first hand observer of people in the creative process.

Among my father's closest friends were a couple of very fine prose writers. I guess I always had the sense that this was not some arcane ritual carried out in the back of a cave by people who were blessed by the gods with a phenomenal gift. I grew up with the idea that just about anybody could do it if you were willing to work very hard and commit yourself to a great deal of frustration.

N. Hallford: The universe that you presented in the *Riftwar Saga* was rich in lore and history. To ask the stereotypical question, where do you get your crazy ideas?

Raymond E. Feist: While I was fumbling with the first few chapters of *Magician* [Feist's first novel], I was also involved in the Midkemia Press, a company that some college friends had put together to take advantage of the ridiculous number

of hours they were putting into their FRP hobby.

They had already published a volume called *Cities* which was a set of city encounter tables. It was your usual horrible offset of a typewritten page, pounded out on a rented IBM Selectric with a cardboard stock cover. This was before *Tunnels and Trolls*; this was before *RuneQuest* and all the other games that followed on the heels of D&D.

They decided to create a new environment, the *City of Carse*, primarily because we had these wonderful city encounter tables. But nobody had published a city. So, there were no rules on how to build a city or how to populate it or what goes in it. *Carse* was authored by two friends of mine and I kind of

rolled around, the novels would be the large commodity and only a very few people would remember Midkemia Press.

That's how the world got created. I inherited worlds that as many as seven or eight other people had significant input into, combining myths and legends of their own making. We just addressed the kinds of design issues that any game company is faced with, keeping the balance between the game being challenging and the game being too frustrating to play or the game being too easy to play. So, everything went into that stew and, as such, I ended up with a unique environment to write my books.


While the first novel and the subsequent novels and a lot of the mythic things involved were my own creation, a great deal of that feel of history and place and culture was, essentially, the product of other people.

N. Hallford: Dynamix licensed your works to create a Midkemia-based computer game called *Betrayal at Krondor*. What involvement have you had on the project?

Raymond E. Feist: Well, Neal, I got to yell at you! [laughs]

I experienced the same collaboration that I did working with [author] Janny [Wurts] on the *Empire Series*. I worked with you guys to take the basic plots and stories and characters that you had created and weave the game together in a literary fashion.

If a character shows up, he doesn't suddenly get magically wished into place because the game requires "something" to be there. Yes, the game requires something to be there, but the reason that the thing is there makes literary sense. I think that intangible, that sense of a unified, elegant, front-to-back continuity is unique. I haven't seen a lot of games that have that.

Krondor is a self-contained role-playing adventure and, yet, it's a very nicely integrated part of a larger landscape. I think that that's going to be the real plus to the game. You know, it's going to allow the fantasy enthusiast who is also a reader of my books to actually take a part, if you will, and for a short period of time to be a character in a Feist-like scenario that will not disappoint. 



The Riftwar Saga

ghosted the capsuled description. They had completely done the city generation. They liked what I did and we discussed a limited partnership. So, for a number of years, I was a minor partner in Midkemia Press.

While I was writing *Magician*, it occurred to me that it was stupid to be creating all of this stuff for Midkemia and creating a separate world called *Crydee*. So I asked them if they had any objections to me combining the two, turning *Crydee* into a duchy on the far coast of this empty area of the kingdom and tailoring my story around that. Their perception was, "No, it's just good publicity for the game products," little suspecting, any of us, that by the time 15 years

By Neal Hallford



enemy opponents who actually think and act with deadly purpose.

Some of the creatures to encounter include the Rusalka, a restless and deadly spirit of a drowned girl come back to haunt the body of water where she died; and the Pantathian, serpent people with taloned hands and burning eyes who hide their hideousness in dark, hooded robes.

Feist fans will recognize some of these monsters as their literary nightmares come to life. Many are based on the actual creatures from the Riftwar novels.

So Real, It's Unreal

The realism of Krondor goes far beyond the individual monsters and characters you'll encounter. The dimensional depth of this universe extends to every path, every tree, every cave and every mountainside.

Featuring a revolutionary enhancement of the 3Space technology developed for Dynamix' award winning *Red Baron* and *Aces of the Pacific*, *Betrayal at Krondor* spins out its drama in a thoroughly believable 3D landscape. When you turn, you'll see a smooth visual sweep of the surroundings. As characters and objects pass you, they recede into the distance. Objects up ahead loom larger as you approach. Players will witness the terrible thrill of rounding a corner and glimpsing a dreaded Air Elemental approaching from the distance as well as the enchantment of encountering a crystal mountain waterfall past the next bend.

Graphically, *Betrayal at Krondor* offers gamers the most realistic and detailed three-dimensional computer-generated world ever created. The vast landscape includes swamps, dark forests, snowy mountains, dungeons, caverns and towns.

Exotic Objects

Strange treasures and unusual objects abound in *Betrayal at Krondor*. Over 150 artifacts are needed to complete your quest. These include magical items, weapons, and odd but useful objects such as Weedwalkers—a bright green cloth slipper that decreases the chance that a character will be heard approaching his enemies.

In the foreboding depths of the ancient Mac Mordain Cadall, you may uncover The Glory Hand, a shriveled limb torn from a thief who was hung at midnight. The severed body part increases a user's dexterity when picking a lock. Behind the Ablemeth Tor, you may locate the Ring of Prandur, which will automatically cast a

light spell in any darkened area. And when the dreaded Moredhel detect your presence, you'll be grateful for the Galon "Griefmaker," a carefully weighted blade with numerous small teeth that hack and stab as the need arises.

Mystical Spells

Feel the heady adrenaline rush you experience while blasting your attackers with the force of a powerful incantation. In *Betrayal at Krondor*, you can exercise your spell-casting prowess with spells like "And the Light Shall Lie" that allows the caster to represent himself as someone or "something" else, or "Mirrorwall" that reflects the effect of any spell cast against it. Or try "The Unfortunate Flux," an incantation that causes its target to sweat an amber-colored liquid which elemental sprites will consume along with the victim. Over sixty original spells will heal or hurt, at your whim.


Searing Sound

Listen carefully in the slimy depths of the sewer. Are those echoing droplets of water or the guarded footfalls of a demon? Does the musical underscore imply upcoming triumph or impending disaster? State of the art music and sound effects interpret and magnify the emotional content of *Betrayal at Krondor* through the creativity of composer Jan Paul Moorhead's evocative musical score and audio effects by Chris Stevens.

The land of Midkemia bears several similarities to the late Middle Ages in Europe. However, Moorhead wanted to avoid the Renaissance and 17th century music clichés of too many fantasy games. Because *Betrayal at Krondor* abounds with strange worlds, exotic creatures and fantastic situations, he created a score that journeys from ancient to avant garde styles.

To insure that Midkemia's audible existence is up to date, *Betrayal at Krondor* is one of the first games to take advantage of the new General MIDI standard. Players using any General MIDI-compatible synthesizer or sound board will be able to get the best sound ever heard in an FRPG. All new instrument designs will make even traditional sound boards sparkle like never before.

The Legacy Continues

All in all, *Betrayal at Krondor* is a spellbinding new benchmark in computer fantasy role-playing games. For the experienced player, the newest technology joins with expert story-telling to make this the most challenging and intriguing fantasy adventure game available. For the beginner, the simplified interface combines with the wonder of Raymond E. Feist's Midkemia universe to produce an inviting and compelling introduction to fantasy role-playing games. 



Betrayal at Krondor offers gamers the most realistic and detailed three-dimensional computer world ever created.



Exquisite hand-painted background art brings eye-filling reality to the previously unseen world of Midkemia.



Over 2,500 frames of rotoscoped animation bring an extraordinary sense of animated reality to *Betrayal at Krondor*.



Wield the magical power of more than sixty original and unusual spells.



State-of-the-art music and sound effects reflect and magnify the emotional intensity of *Betrayal at Krondor*

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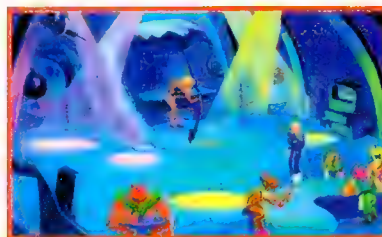
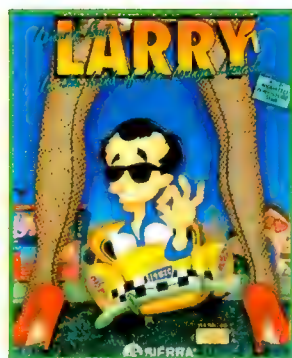
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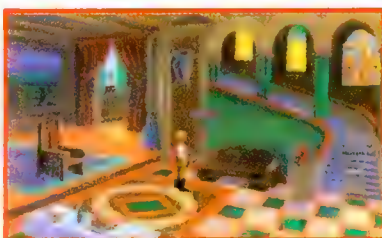
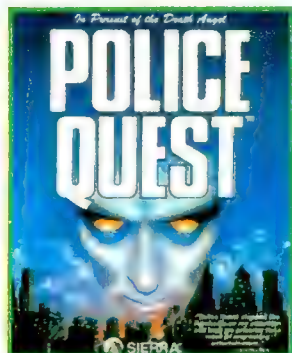
Leisure Suit Larry has a brand new look. He's got a point and 'grope' interface, and you can play the game in 256 colors!



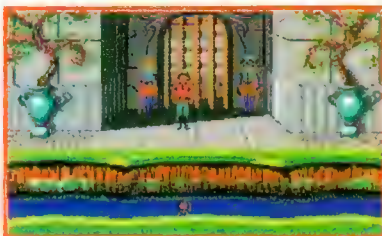
The Space Quest I universe has been cleaned up with VGA graphics. And, with the point & click interface it's like an entirely new game.



The mean streets just got meaner with VGA/EGA graphics, and the new video-captured true-to-life victims and crooks.



Trying to be a Hero is a lot more fun with clay animated characters and VGA/EGA graphics. You'll love the new easy interface.



King's Quest I now looks the way a classic game should with crisp EGA graphics and easy-to-use parser interface.



INCA

A bold breakthrough in computer game entertainment.



by Vince Geraci

Let your imagination run wild. A new age in computer entertainment has arrived. European game designers, Coktel Vision, have succeeded in creating a unique blend of game genres pulled together with a fantasy plot that takes you into a new type of game playing fun.

There have been many legends, myths, and historical accounts of the rise and demise of the Inca empire. The mystery of their sudden disappearance may never be known. But now, you can try to solve one version of the Inca legend with a new game by Coktel Vision called Inca. But before we look at the game, let's take a glimpse at the mystical, mythical and mysterious stories the game is based on.

The Empire Of The Incas

For generations scientists, archaeologists and mystics have pondered the unanswered questions of the vanished Inca civilization. The Inca ruins in Peru, Bolivia, and Chile show they were a highly advanced race.

One important fact we do know is that in 1532 the Spanish conquistadors led by Francisco Pizarro destroyed much of the Inca civilization. But the Spanish war party was small compared to the thousands of Inca soldiers spread through the Inca Empire.

However, unbeknownst to the Spaniards, they had attacked the Incas with much deadlier weapons. Diseases

and viruses to which the Europeans had long been immune spread through the Inca empire and finally destroyed this immensely advanced civilization.

There are still many questions about the Inca civilization that cannot be answered. For example, the mysterious 'lines' of Nazca that spread out for dozens of miles in a distinct pattern are only visible from very high altitudes above the earth. Some believe they were navigation markers for ancient space travelers.

The Legend Of The Incas

Imagine the lush Peruvian jungle alive with scampering, screeching monkeys romping through the dense jungle canopy. Cockatoos, toucans, and flame-colored parrots squawk and caw in excited chatter. The green fern carpeted forest bed below swarms with many insects, lizards and snakes. The staccato rhythmic buzzing of the cicadas seems to pay homage to the tropical equatorial sun.

In contrast loom the now silent, gigantic Inca temple ruins that jut high above the green foliage. Like stalwart sentinels these pyramid-like structures, village squares, and fortress walls stand guard with an imposing presence, as if in eternal patience, waiting. You can almost hear the ghostly spirits of an entire

civilization wailing in grief over their unexpected demise.

Now picture the once crowded marketplaces bustling with teeming crowds, slaves, and animals. It's as if you can smell the exotic aromas of cooking fish and meat wafting through the still air. Snakes of pungent smoke weave through the wares of basket makers, cloth weavers, and jewelry artisans.

The Incas were called 'The Children of the Sun'. They worshiped the golden sun as their supreme ruler and offered abundant gifts of gold to their deity. Sacrifices of human life were also given to their other gods. These were the gods who came to earth from the sky above.

It has long been debated whether or not the Incas were influenced by an advanced race of beings who gave the Inca culture a giant evolutionary leap.

It's been said that benevolent aliens brought many skills to the Incas. They taught them how to meticulously carve large boulders into building blocks, and they gave them chisels, hammers and the designs to build their magnificent temples and cities. They showed them the powers of time travel, and many of the travelers who leapt through time returned enlightened. Others were given the power of making energy from the sun. And there were those who learned how to change matter to create tools, weapons and fortresses of their own.

Now You Can Become The Inca Warrior Of Prophecy

Flash to a scene near the marketplace. You notice a mysterious man skulking about in a brown hooded robe, his name is El Dorado. Prophecy has declared that his ancestors will rule the Incas. How well he knows of this truth for he is a time traveler from 500 years hence.


Your mission as the character of El Dorado is to recover the secrets of the lost Inca civilization, and what a mission it is! When you blast off in your *Inca* starship, you'll be dazzled by fast sweeping flight simulation graphics, and the 'in-your-face' first person perspective.

In the distance, beyond the marketplace, etched in the golden sunset are giant stone temples. They were the landing place for the space ships of the gods.

The outer space flight simulation, ground movement, and battle sequences are so fast and so smooth you'll be reeling in your chair. It's been observed that when people play this game, they actually lean over in their chair as they speed around corners in the winding canyons. And when they make quick defense maneuvers fighting enemies in hostile star systems players squint and duck while engaged in heavy battle. That's how real the action looks.

There are fight-to-the-death arcade sequences through medieval Spanish dungeons. You'll even fight your way through dangerous mazes with swords and phasers on 15th century Spanish galleon ships sailing in outer space! The outstanding video-captured actors and action look as realistic as if they are on film. You'll feel like you're in a movie and that you're in total control of the action!

Keep a cool beverage by your side, this is a very fast moving game that will have you dripping sweat on your keyboard. The stereo soundtrack is unique and enthralling. The music is hauntingly reminiscent of the ancient Inca culture, but the style is pure new-age jazz fusion. The historically authentic pan pipe instruments, drums and chanting surround you in such pure stereo, it makes *Inca* a total game player involvement experience. The soundtrack of *Inca* has been released on CD and is now played by European radio stations.

Inca is an immensely fascinating game and that's an understatement. There's flight simulation challenges like never before. There's fast action arcade-like fights on land. And, there are bizarre ritual oriented puzzles to solve. Can you fulfill the ancient Inca prophecy and return the treasures of a lost empire? Find out. 

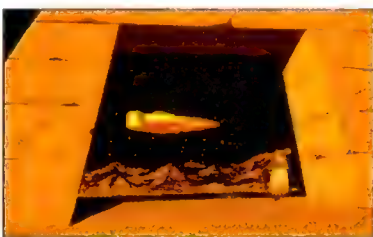
Blast Through Inca

Fast action mystical adventures through time and space.

Explore the ancient Inca mysteries that have puzzled historians for centuries



Learn of the ancient prophecy...



...then travel through time 500 years, board your Starship and strap in for the excitement.



You'll battle through mazes in dungeons with swords and phasers...



Recover the secrets of the lost Inca civilization...

...and become the new ruler of the Inca empire.



...dogfight enemy space ships with blazing cannons through winding canyons and sinister space quadrants at fantastic speeds. You'll even fight 15th century Spanish galleons sailing in outer space!



GOBLINS



The King Has Turned Into a Raving, Drooling Lunatic!

by Fred J. Phillip

Sierra On-Line's ever encompassing mantle has expanded once again, this time to accommodate their acquisition of North American distribution rights for many games from France's Coktel Vision. Among these games is *Gobliins*. That's right, *Gobliins*, not Goblins. Why? Because there are three of them: *iii* – get it?

For a pleasant change you don't have to track down and kill the Evil Wizard/Warrior/Sorcerer to save the Kingdom/Empire/World. You don't have to find and restore the lost/stolen runes/gems/artifacts to their rightful owner/ruler/god.

GOBLINS GALORE

No siree. In *Gobliins* all you have to do is help a King regain his sanity by locating three ingredients and giving them to Niak the Wizard so he can prepare a medicine that will nullify the effects of the Voodoo doll out there with the King's name on it. Easy? No way!

Even after you have located the three ingredients, which you'll accomplish in the game's first six screen sequences, you'll now be sent on a new assignment that will take you through many more puzzle-oriented encounters. All the puzzles are of the object-manipulation type, with a little magic thrown in.

You solve these puzzles by directing actions of three fun-loving goblins: Hooter, BoBo and Dwayne.

Hooter is a Magician who casts spells. The spells have no names, and you don't have to find, buy or steal ingredients to make them. You don't even have to mix them. As a matter of fact, you won't even know what they do until you try one out. And each time Hooter casts a spell, it does something different than it did the last time! Here are a few early examples to get you on your way: Hooter can join objects together, make things bigger and cause plants to grow.

BoBo, on the other hand, is a Warrior.



All he can do is hit things and climb. Why, he can even hit an arch to knock things off, topple an apple (or two) from a tree and climb plants.

Dwayne is perhaps the most interesting of the trio. Only he can pick up and carry items. And he can carry just one item at a time. That's right, I said one – no object management to worry about here! The advantage is that you don't have to worry about what to keep and what to drop.

Some items can be used by themselves, while others must be combined with a second object to produce a third object. Confused? Try having Hooter zap a branch while Dwayne is carrying a horn (Dwayne has to blow the horn first).

You have to solve all the puzzles in each individual screen before moving on to the next, and every screen is unique. There is no scrolling, and you don't walk off either side to reach another location as in a conventional adventure game. Only after all the puzzles have been solved does a flashing 'GO' sign allow you to move on to the next screen.

Each time you complete a scene's puzzles, you get a code that enables you

to restart your game at the place you left off. Write it down. I initially had trouble because I mistook a 'V' for a 'U' and got an 'error code'.

The cartoon-style graphics are hand-drawn, 256-color works of art. A horizontal display across the bottom consists of a crystal ball that shows the active goblin (you can control only one at a time), a skull for restoring and quitting, an energy line, and a row for four magic items that must be found during the game. While sound effects and digitized voices abound, there is little or no music.

THE ENERGY BAR

The key thing to remember is that each goblin has a job to do in order to complete every scene's puzzles. It's also important to keep in mind that the group as a whole possesses a certain amount of energy, which goes down every time you perform a wrong action. So after you have completed a screen, be sure to restore and go through it again in as few moves as possible, to conserve your energy. Otherwise you'll never have enough energy to finish the game.

CONCLUSIONS

Gobliins is different, an adventure in which you positively can't get lost and never have to draw a single map. This also makes it about as linear as you can get. Music would have added a nice touch, but anyone who enjoys object- and magic-oriented puzzle-solving will love *Gobliins*. **Highly recommended.** ✎

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The carrot field is magical and energizing, and when they grow, they're shapely and beautiful.



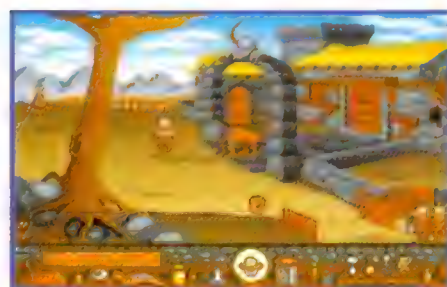
The wizard's spells and deadly potions might scare you out of your skin.



There are giant monsters, zombies, traps and puzzles that take perfect timing to solve.



The giant floating statue can take you places you won't believe, as long as you all work together.



The wizard likes tight security and his dog has a mean bark that could scare a goblin to death.



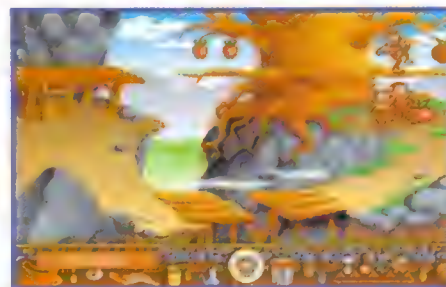
The wizard might be the hero that saves the King or he may be a dangerous enemy.



The puzzles in Goblins can be really challenging. In fact, some of them may have you up a tree.



If you've ever been a goblin, you know the best way to get around town is on the back of a fish.



There's treasures in 'them thar hills' but how do you get the goblins across the broken bridge?



When the goblins cheer up this beastly monster, he laughs till he cries tears of magic potion.



Dwayne's the craftsman of this crazy trio. He picks things up and uses them. Some call him the brains of this adventure.



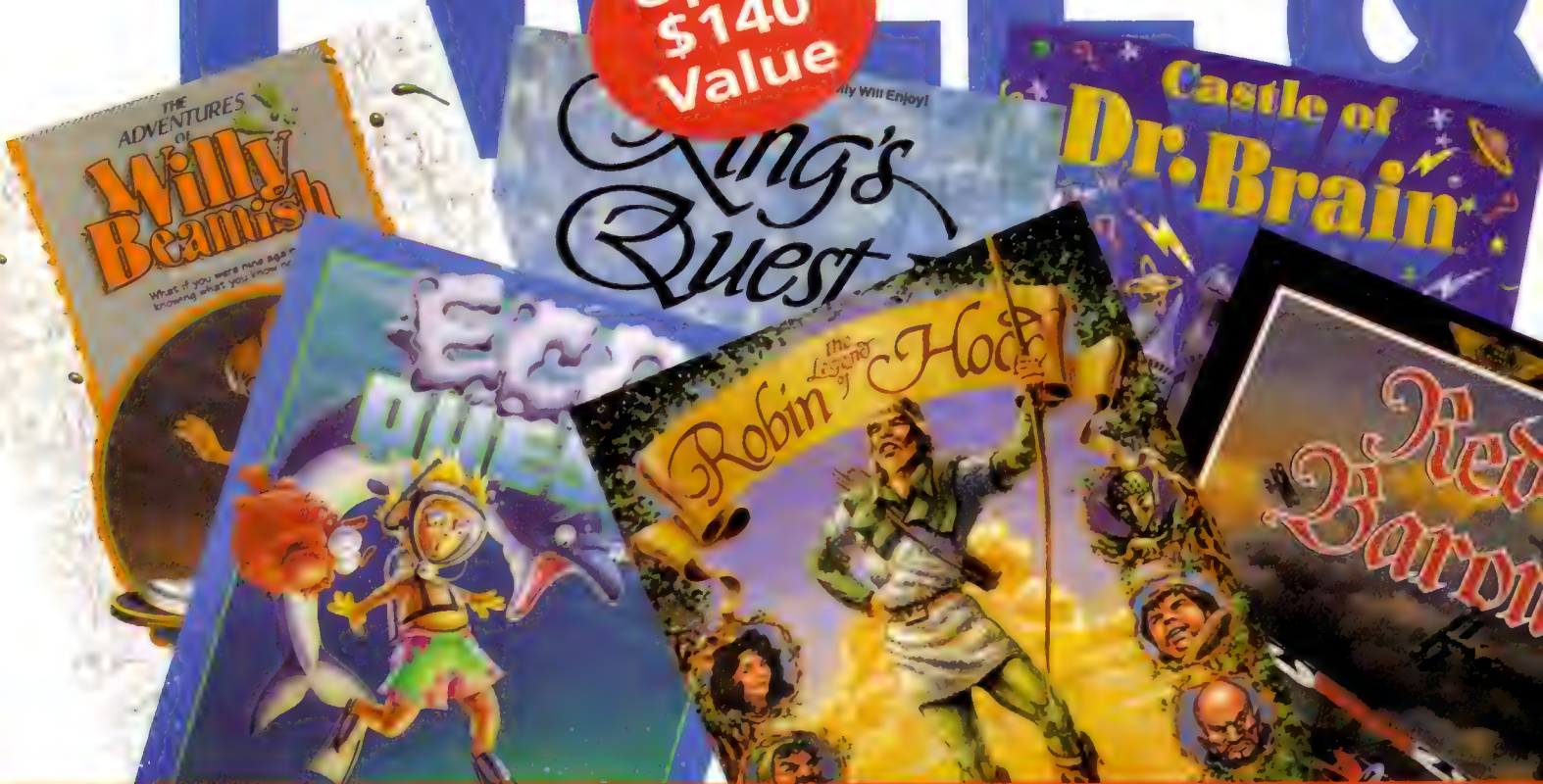
Hooter is a wacky magician who casts spells that helps save the goblins from harm.



BoBo is a true warrior and clever climber. He likes to punch his way to success.

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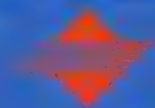
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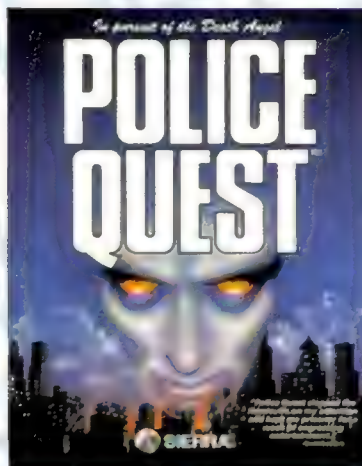
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When *Police Quest 1: In Pursuit of the Death Angel* was first released in 1987, it was heralded as an incredibly accurate simulation of real-world police action. Designed by a former police officer and praised by the law enforcement community, *Police Quest 1* brought a gritty realism to computer gaming. Based on sound police procedures, the game is so authentic it's been used as a training tool by law enforcement agencies across the country. The good news for gamers is that Sierra On-Line has recently re-released this classic so you can enjoy it with all the latest technological bells and whistles.

The original edition of *Police Quest 1* garnered rave reviews for its blend of police procedure and action. The new edition, published in the summer of 1992, replaces the cartoon feel of the original version with superb, full-color VGA graphics and video-captured human actors for life-like action sequences. It also has a hot stereo soundtrack, so you prowl the meanstreets of today's headlines with music card compatible, digitized voices and sound effects.

The old, typed commands have been replaced by a more user-friendly icon interface. Icons are also used to represent

the objects and tools you carry with you during your shift. You activate icons by selecting them, then clicking on the object where you want to take action. For example, in the new edition, you don't have to type "handcuff suspect." You simply select the handcuff icon and then click on a suspect to cuff him.

Another nice feature of the game is that luck plays almost no part in its outcome. Your success depends solely on your skill and knowledge. You solve cases and fight crime while learning (and following) correct police procedure. Although you can complete the program with a less-than-perfect score, you'll earn more points for using correct law enforcement techniques.

Bad boys, what you gonna do?

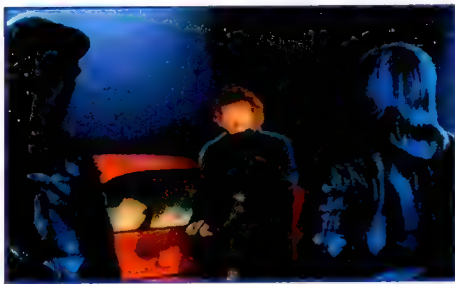
You start the game in the station hallway in the persona of Sonny Bonds. The shift is about to begin, and you have to get your equipment and attend the shift briefing. You'll find the copy of the *Lytton Police Gazette* that's included in the game

particularly helpful in getting off on the right foot. Every rookie should read it cover-to-cover.

You'll have several tours as a patrolman to hone your police skills. As you cruise the streets in your black-and-white, you'll experience real-life law enforcement situations and have to make decisions under the pressure of action in the field as well as deal with the routine of police life: handing out tickets, attending briefings, and discovering your best efforts tangled in the red tape of the judicial system. You'll meet characters from all walks of life, from high-rollers to ordinary folks to the dregs of society. It's as close to being a real cop as you can get.

As you patrol, you'll soon learn Lytton has a growing problem: a major criminal, dubbed by the press as "The Death Angel", is creating havoc in the community. His drug trafficking, robbery, and murder have made the streets unsafe, in an escalating crime wave. However, before you can track

him down and clean up the town, you'll have to help Sonny sharpen his detective skills. If you make a good cop, you may be asked to "go undercover" in an assignment to infiltrate the Death Angel's gang and bring the racketeer to justice. If you want a



conviction, however, you'll have to follow true-to-life police procedures. As in real life, if you, you'll find yourself in real trouble.

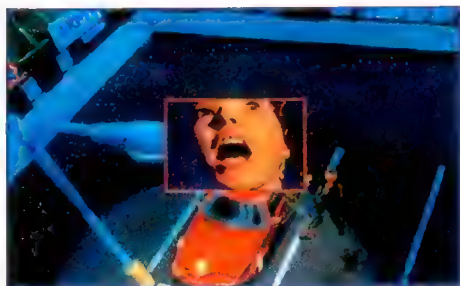
And you can't just shoot first and ask questions later — unless you want early retirement. You'll have to do things "by the book" to keep the criminals behind bars.

When you write-up a perp, for example, make sure you note the right Penal Code or Vehicle Code violation number. And don't forget to radio for a 10-29 or 10-35 or you may end up with an 11-99 on your hands. One careless mistake, and you could make an arrest that won't hold up in court or let a dangerous suspect get the upper hand - with fatal results.

Be careful out there

With its emphasis on authenticity, it's not surprising *Police Quest 1* is a favorite among law enforcement professionals. Since its initial release, this "fun little computer game" has proven to

be a practical, effective training tool officers enjoy using. It safely demonstrates to rookies the consequences of failing to observe proper procedures and can serve as a valuable refresher course for experienced officers.



The game covers such topics as how to handle felony and routine traffic stops, intoxicated drivers, handcuffing, felony arrests, physical confrontation and the use of deadly force, radio transmissions, and

more. The nature of gaming is such that players actually "experience" the various field situations. Since players decide what actions to take and suffer the consequences of their decisions as the story evolves, the lessons learned make a more lasting impression than if they'd just passively watched a typical training film.



Police Quest 1: In Pursuit of the Death Angel is an intense, mature adventure game that introduces you to the spine-tingling world of real-life police action. Yes, it's a game — but with its unflinching situations and real-life dramas, it isn't fantasy.



GOING BY THE BOOK

To score well and put the bad guys behind bars in the *Police Quest* games, you've got to "go by the book." The best book of go by, in our book, is *The Police Quest Casebook* by Peter Scisco (Osborne/McGraw Hill, \$19.95).

This handy reference is a comprehensive guide to all three games in the series: *Police Quest 1 — In Pursuit of the Death Angel* (both the new and the classic editions), *Police Quest 2 — The Vengeance*, and *Police Quest 3 — The Kindred*. Mr. Scisco has written complete "walk-thrus" of each game, including specific tips and the point values for various actions.

If you don't want to be spoon-fed solutions, the *Casebook* also contains several valuable tools to help you solve the game on your own, including:

- Maps of the Lytton Police Station, the Hotel Delphoria, the Lytton City Jail, Cotton Cove, Lytton Airport, Lytton General Hospital, the Oak Tree Mall, and the Steelton Sewer.
- A "mug book" that profiles thirty-nine characters you'll meet in the *Police Quest* series, from Jesse Baines to Marie Wilkins.
- Guidance on real police procedures and policies such as the Ten-Step Trail of Evidence, Observation and Description, and a glossary of terms and techniques.
- A directory and descriptions of on-line information services that offer topics related to law enforcement and legal prosecution.

The Police Quest Casebook really helps you get the most out of the games. It's full of practical tips on what to do when and gives you invaluable advice on how to perform professionally and decisively for a successful tour of duty. Ask for it at your local bookstore.

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King's Quest VI

◆ A Landmark Game ◆

By Peter Spear

I remember once breaking a number of traffic laws in order to attend a special film industry premiere of *The Empire Strikes Back* in Hollywood, and finally sitting in front of Muppeteer Jim Henson, who also confessed to having gone out of his way to get there. Stanley Kubrick's film *The Shining* was premiering at the same hour, and was virtually ignored in the rush to see if George Lucas could surpass Star Wars.

A new *King's Quest* game is like that: having defined (if not invented) the animated adventure game, each new sequel sells by the truckload, and is examined and discussed, not just by fans, but by the entire computer entertainment industry. *King's Quest* has become the benchmark against which all other adventure games — including new *King's Quest* titles — are judged. It is also the best selling series of such games ever.

◆ The End of an Era ◆

Welcome to the Age of *King's Quest VI: Heir Today, Gone Tomorrow*. Play it. Cherish it. You'll love it. Big, confident, colorful, complex, deep, difficult, perplexing; sometimes cute and always involving, *King's Quest VI* is a landmark computer game. It's fitting that it also marks the end of an era.

The plot is almost trite: princess imprisoned in a tower, a really evil Vizier running amok, kingdom in turmoil,

and a lone prince to set it all right. But then, Star Wars was little else than boys meet girl, they all save the universe.

◆ Down and Out in Daventry Hills ◆

The game picks up about three months after *King's Quest V* ended, where Prince Alexander of Daventry

King's Quest has become the benchmark against which all other adventure games are judged.



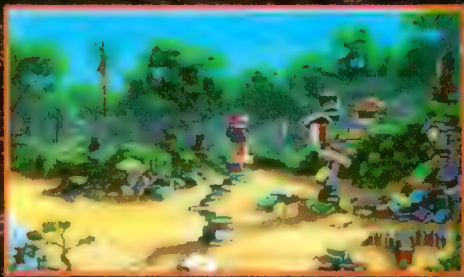
The Land of the Dead is just one of the many mysterious areas you'll encounter in this rich, multi-pathed adventure.

(Gwydion of *King's Quest III*) and Princess Cassima of the Green Isles were last seen making goo-goo eyes at each other. Alex is at home pining away when the castle's magic mirror shows an image of Cassima looking troubled. The combination of infatuation and being a noble prince sends him rushing off to the Green Isles, despite the fact that no one knows where they are, or that they are surrounded by nasty reefs and currents. Yup, he ends up washed up on a beach.

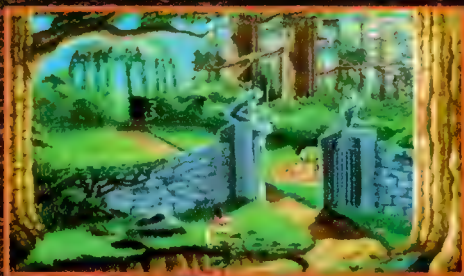
This entire opening cartoon was produced by a Hollywood company that has done animated special effects for *Batman Returns* and *The Lawnmower Man*; the smoothness of animation and use of animated camera moves are quite impressive, unlike what you might expect to see in a computer game.

◆ Islands and Legends ◆

From his soggy, sandy arrival, Alexander will have to find his way to and around a half-dozen island kingdoms, each of which is unique and based on a different fantasy or fairy tale tradition. There is an Arabian Nights island, one for Beauty and the Beast, Wonderland, Greek mythology, Druidic religion, and one inspired by the Orpheus story. Alexander has to unravel what's going on and watch out for the vizier's genie, who alternates trying to spy on him or attempting assassination. All



Explore witty and wondrous lands as you traverse the kingdom of the Green Isles.



Beautiful scenery may belie the beastly nature of the lord of the manor.



Secrets lie hidden in dark underground corridors.



The genie can shift shapes as he carries out the evil biddings of his nefarious master.



The feuding chess queens are two of the many unique characters you'll encounter on your quest.

this occurs against a background of murder, political intrigue and a "...Does she love me? Does she not?" sub-plot. It is not what you might call a typical *King's Quest* story.

Did I say "not typical?" In a first for the series, and for Sierra, *King's Quest VI* has not one ending, but over a dozen. It is not as loose as it seems, though. There are really just two major finishes which are based on a short path through the game, and a longer one, but they differ in tone, emotion and detail.

Once the two paths split, they become mutually exclusive. All the other endings are variations on these two, but the spectrum of finishes is wide. A goodly number of actions (and combinations of actions) that the player does, or does not perform, have a direct effect on just which ending you will experience. On the other hand, the game is very replayable because of this. And Sierra also loaded the game with many "optional" tasks and puzzles. Jane Jensen, who wrote *King's Quest VI* along with Roberta Williams, claims there are more than a million ways to play through the new game.

♦ Hardest *King's Quest* Ever ♦

The world of *King's Quest VI* is quite constrained. None of the six islands extends more than a half-dozen screens or so. Only the catacombs and the Castle of the Crown are substantial in size; the mazes in the catacombs are confusing, but not overly extensive, and it's hard to get lost in the castle. Instead of walking around, *King's Quest VI* requires that Alexander teleport himself from one island to another often. Very often. This is because the game is enormously dependent of one event or action triggering another as a way to increase playing time, gather clues, solve extended puzzles and just make some puzzles more difficult.

At this level the play works; *King's Quest VI* is the most difficult of all the *King's Quest* games to solve. Just figuring out where to go next is a constant problem, and each visit to an island is like peeling just one layer of an onion. A large onion. There were times I felt motion-sick with all of Alexander's comings and goings. There is one weak spot in this toughening up of the game, however.

The most difficult sequence is climbing up the Logic Cliffs, a series of five logic puzzles. Two of the questions constitute the game's copy protection; once you figure out the answers (not easy), they must then be translated into an iconic alphabet included in the *Guidebook to the Green Isles*. (The guidebook comes with the game; don't lose it!) But the other cliff puzzles cannot be solved without using the guidebook, and the solutions there are well hidden. Between the obscurity of the puzzles and the need to translate the copy protection, be ready for a frustrating time.

King's Quest VI
is not just
good, it is a
landmark game.



This is especially vexing because no matter which path through the game the player takes, all must solve the cliffs. The situation has the potential to induce some inexperienced adventurers to turn their computers off and never return to *King's Quest VI*. Since Sierra is making a strong effort to create games that all levels of players can complete, yet still be challenged, this is a problem.

♦ More Animation ♦

The graphics are especially nice. The backgrounds are not nearly as elaborate and detailed as those in *King's Quest V*, but they don't lower Sierra's artistic standards at all. Detailed and varied, each island in the game has a different look, from the oriental quality of the Island of the Crown, to the fantastic and colorful Isle of Wonder, to the game's artistic masterwork, the Isle of the Dead. The company's decision to spend less money on backgrounds and invest it in more animation was a good one: playing *Heir Today, Gone Tomorrow* is more like controlling an animated

feature film than any other game I have ever seen.

The game's climactic sword fight, the dance of the skeletons, the strut and shuffle of the Sense Gnomes - all flow from the player's actions, enhance the story, and entertain at the same time. Even little bits, like Beauty's pirouette when her clothes are transformed, add the kind of gloss that separates a very good game from a great one.

There is full musical scoring throughout; each scene seems to have its own theme, and a couple of the melodies rise above the tonal muddle we normally expect in games. With a sound card, there are voices in the opening, and wall-to-wall digital background effects throughout add a realistic aural dimension that rounds out the game world.

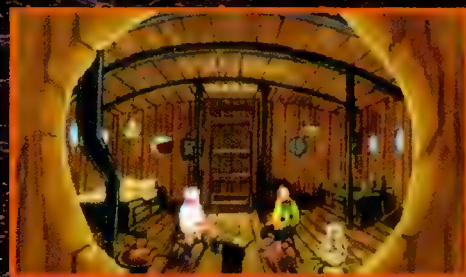
◆ A Landmark Game ◆

King's Quest VI is not just good, it is a landmark game. But as *King's Quest I* invented and defined the animated adventure, *Heir Today, Gone Tomorrow* marks its end in a most important way. No, adventure games

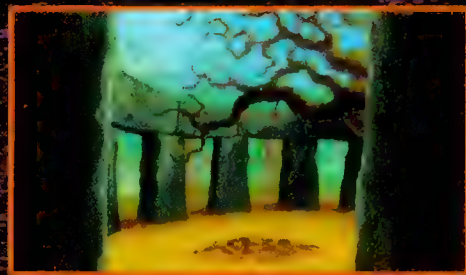
will not go away, but *King's Quest VI* represents a *fin de siècle*, the end of an era. It is a game that should have been - needed to be - first published on CD-ROM. For all of its strengths and gloss, it is ill served being played from a hard drive. If only because of its prominence in the world of computer entertainment, *King's Quest VI* is the proof that the era of CD game playing is upon us.

Why?, you may ask. It's not just because the game takes up over seventeen megabytes of disk space. Games today routinely break 20 megs and have already approached 30 megs in size. But even 486-class computers are routinely being sold with 40-meg hard drives, and with DOS and Windows installed, there is no room for the average consumer to even load the newest games.

Why? It's not just because *King's Quest VI*'s opening animation is over seven megs in length and the company suggests removing it after you've seen it a few times in order to save disk space. That opening is much less than half of what was produced; to add more would balloon the



From castles to gardens to beached ships, Alexander must seek out the clues that will help him win Cassima's freedom.



Among the many lands in this game is one inspired by Druidic legend.

Collector's Art from *King's Quest VI*



Own a piece of game history. This 19"x26" lithograph of *The Lord of the Dead* is available in a limited-edition run of 450, exclusively from The San Francisco Art Exchange. Each print is numbered and signed by Roberta Williams and artist John Schroades. Each print is priced at \$300.

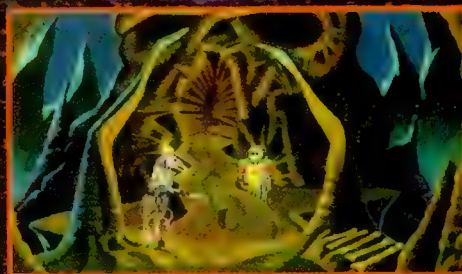
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game's size enormously. We won't be able to see the rest until the CD-ROM version is released early next year.

Why? It's not just because the game is full of fully animated sequences that also take up an enormous amount of space. *King's Quest VI* is the closest thing we have yet to an interactive animated feature, and it could use even more of those sequences.

Why? Perhaps because of the enormous amount of dialogue in the game. We have ears, but we cannot hear. Why? Perhaps it is because Sierra cautions us that if all that wonderful animation runs slowly, or the on-the-fly sound decompression might hang up the game, we should consider defragmenting our hard drives before we play.

Why? It is all of these and more. It is because imagination has no limits, and current hardware does. There are other games proving this point today, but *King's Quest* has always been the benchmark. It is the end of one era, and when it is released on CD near the beginning of next year, it should be the beginning of another. Kill your hard drives!

Peter Spear is author of The King's Quest Companion, Third Edition, The Space Quest Companion (both from Osborne McGraw-Hill), and the Uncensored Leisure Suit Larry Bedside Companion (Bantam). This review is copyright Peter Spear 1992, and originally appeared in QuestBusters, The Adventurer's Journal, a monthly newsletter with reviews, clues and a complete solution to at least one adventure game. Annual membership is \$19, but mention InterAction and you can get it for a mere \$17: QuestBusters, PO Box 85143, Tucson AZ 85754.



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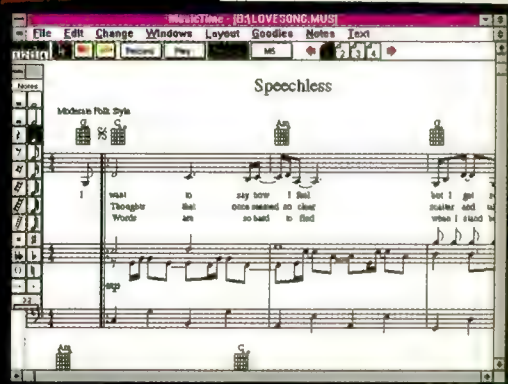
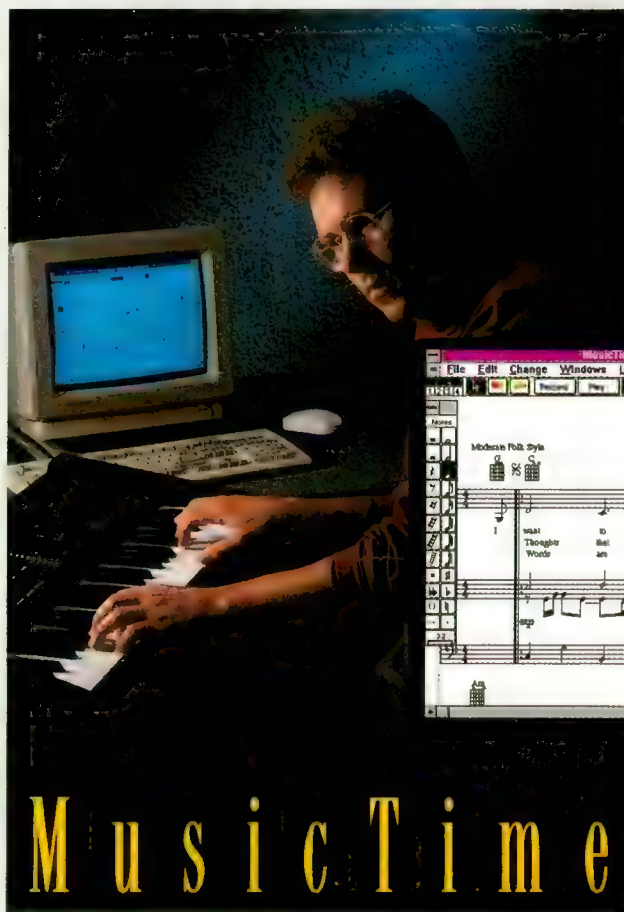
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Space Quest IV. And if you Mac owners haven't seen how spectacular Sierra games look on the Mac, there are rebates on every Mac game Sierra makes. Whether you buy a Sierra game from your favorite software dealer, or you order directly from Sierra, the rebate is yours as a gift from Sierra. Have a fun new year! 

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THE DAGGER OF AMON RA**

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Peter T. Szymonik



*The mysteries of
The Dagger of
Amon Ra take
you through the
imposing
Leyendecker
museum and
ancient Egyptian
tombs in search
of treasure.*

The Dagger of Amon Ra, the latest Laura Bow game from Sierra On-Line, is the follow-up to Roberta Williams' first mystery adventure, *The Colonel's Bequest*, and uses the *King's Quest* "mouse-only" user interface.

For *Dagger of Amon Ra*, Sierra has created a lavish 1920s game setting, using full 256-color VGA screens, digitized backgrounds depicting the artistic style of the 1920s and a full stereo soundtrack that will knock you out of your seat. (Play the game in a very dark room for the full murder mystery effect!)

After a long, but very important start-up sequence, Laura Bow appears, and we're ready for Act 1. *Dagger of Amon*



This thriller takes place in the glitzy, ritzy roaring '20's in the days of jazz and flappers.

Ra is broken up into six separate "acts," each with its own clues. As with most Sierra adventure games, *Dagger* is nonlinear: that is, it doesn't matter which order the puzzles are solved in, and some don't have to be solved at all to finish the game.

This time around, Laura finds herself in the middle of New York City, working for a big-city newspaper. A suspicious murder has occurred, and she's soon on the trail. Unfortunately, the employees at the newspaper and the local big-city police don't exactly welcome Laura's snooping with open arms, but friends can be found everywhere in this game.

Laura is equipped with a magnifying

Laura Bow in THE DAGGER OF AMON RA

Reprinted from *VideoGames & Computer Entertainment* magazine

glass and a small notebook. As clues are gathered and puzzles solved, they are automatically entered into Laura's notebook. Characters in the game can be asked questions by clicking on any of the people's names, locations or items



Laura Bow is a cub reporter for a newspaper but she quickly turns into a super sleuth.

some good clues as to what is really going on. Acts IV and V get tougher and far more dangerous for our heroine. There are tricks and traps all over the place, and Laura is getting much too close to the murderer for her own good -



This is one bird dropping that's murder.

appearing in Laura's notebook. Players should be sure to always examine objects with the magnifying glass as well as with Laura's eye icon, otherwise important clues can be missed.

How difficult is this game? It can be pretty tough in some places, and one wrong move can lead Laura to a premature death; but, with some thought, and by carefully paying attention to all the clues, the game runs smoothly, without puzzles that seem completely unsolvable. For those who really have a tough time with *Dagger of Amon Ra*, a hint book is also available, and Scorpia has posted a detailed walk-through on the major on-line telecommunications networks.

Act I gets the player acquainted with the game (do be careful not to run in the street though - this is New York City after all). In Act II, Laura meets the major characters in the game. Act III involves a grand tour of the museum itself, and Laura finds



What starts off as a dinner for socialites becomes a theatre for crime.

so close, in fact, that the killer will be chasing her in many scenes! Act VI is the finale, with all of the trappings of a good Agatha Christie story.

Dagger of Amon Ra is a great game for a rainy night, and it provides more than enough of a challenge to prevent it from becoming boring when the initial excitement over the sound and graphics wears off.



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Holiday Buyers' Guide

Time to make your Computer Complete

The holidays are the perfect time to treat yourself — ahem, that is — to treat your family to hardware add-ons and special software that make your computer system more complete and really enhance your game playing. Here is a selection of items we think will help you get the most out of your computer as a home entertainment unit. Enjoy!

Sound Cards

The Thunder Board by Media Vision

The weak link in most PC set-ups is the reproduction of sound. This reflects the historical fact that PC hardware was originally designed for business use, not entertainment. To hear how spectacular a game can really sound, your first step should be to install a good sound card. You're really playing computer games at a Stone Age level if you don't have one.

The Thunder Board, Pro Audio Plus, and Pro Audio 16 from Media Vision are among the most popular sound cards on the market. All three deliver excellent sound at a reasonable price and are fully compatible with AdLib and Sound Blaster. The Pro Audio Plus and Pro Audio 16 are also MPC compatible and designed with CD-ROM interfaces to complete the MPC connection to a CD-ROM drive. This feature will not only minimize your MPC upgrade cost, it will save you a slot on your machine.

These Media Vision sound cards let you experience the excitement of the latest in digitized sounds on your PC. When you get one, you'll finally hear the lush musical scores, sound effects, and human speech game designers have always meant for you to hear.



Speakers

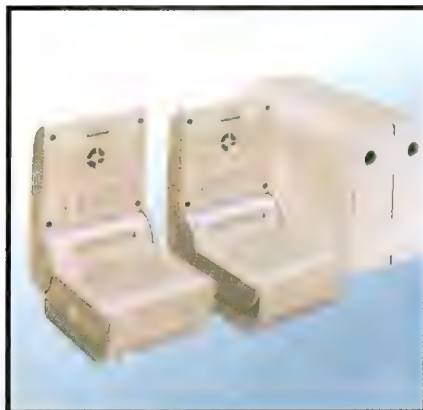
The ACS300 by Altec Lansing

Once you have a good sound card, you'll want to make sure you can actually hear everything it's doing for you. The tinny little speaker built into most computers just doesn't cut it, and your old stereo speakers weren't really designed to take advantage of the full potential of computerized sound.

Fortunately, Altec Lansing, a pioneer in sound reproduction since 1927, has developed an affordable, amplified stereo speaker system that lets you enjoy the same level of digital quality audio on your PC that you're used to hearing with a music CD. Called the ACS300, it includes two electronically controlled and magnetically shielded speakers and an amplified subwoofer unit. You just plug the system into your PC audio or video card to get all the rich, full sound your sound card can deliver.

Once you hear the difference the ACS300 can make, it will be no surprise that it received an "INNOVATIONS 92" award from the Electronics Industries Association for being "one of the most innovative consumer electronics products of the year." The wonder is that the ACS300 delivers such great sound from such a compact size. It takes up hardly any room, and you can fold the unique "clam shell" speakers into several positions for convenient placement or mounting on walls or computers.

A good sound card combined with the ACS300 go a long way in turning your PC into the ultimate gaming machine.



Joysticks

Thrustmaster Flight Control & Weapon Control Systems

After sound, the next best thing you can do to enhance game play is to get the "feel" of a game right. If you're into flight sims like *Red Baron* or *Aces of the Pacific*, nothing does this better than the Thrustmaster Flight Control System Mark I and Weapons Control System Mark I.



More than just joysticks, these two pieces of equipment really give you the feel of piloting an aircraft by simulating real flight controls. Used in combination, there's almost no need to touch the keyboard. This can help you optimize your game play by dramatically cutting your reaction time.

The Fire Control System is molded in a perfect ergonomic fit and plugs into a standard IBM game port. While it controls flight like other joysticks, its additional buttons put several important functions at your fingertips. For example, it has a miniature thumb stick or "coolie-hat" button on top so you can quickly change views — straight ahead, forward and up, right, left, and rear — with just a flick of your thumb. This handy little device can mean the difference between life and death when you're in a crowded sky and need to check-six fast.

The Weapon Control System gives you precise throttle control and has buttons which let you view maps, drop external fuel tanks, control air brakes, move flaps through up, halfway, and down positions, and move landing gear up and down.

The Thrustmaster Flight Control and Weapons Control systems give you a real edge when you play *Aces* and *Red Baron*, and as flight sims become more and more sophisticated, they'll become indispensable for survival.

Music

The Miracle Piano Teaching System by Software Toolworks

There are several other items you can get this holiday season which will expand the entertainment value of your PC beyond just playing games. Some of the best are those that let you and your family explore the world of music through your home computer.

The Miracle Piano Teaching System, for example, brings the joy of making music within everyone's reach. This keyboard-and-software system combines computer technology with innovative teaching methods to make learning keyboard fundamentals faster and easier than ever before.

The Miracle's advanced MIDI keyboard features full-sized, pressure-sensitive keys which respond to your touch like a piano. It quickly connects to a Mac or PC and includes software that customizes itself to guide users of any age or expertise through musical pieces and drills (disguised as games) at a comfortable pace. It also delivers lasting value as a high-quality, sophisticated musical instrument, with full stereo sound and the ability to create over 100 instrumental sounds.



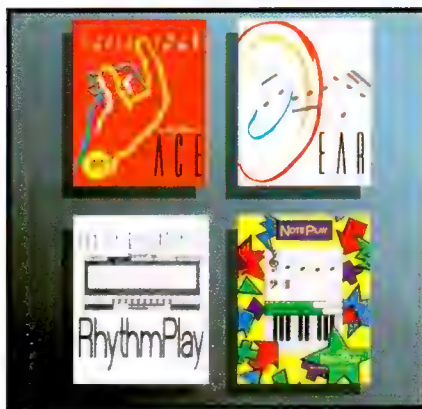
The Miracle is truly a breakthrough in piano self-teaching. It lets you create dazzling music, spectacular effects, and booming orchestras. The result is an entertaining, rewarding musical experience for the entire family.

Ibis Software

Ibis Software has come up with several tutorial/game programs you'll find helpful if you want to refine your musical skills:

- *Play It By Ear* is their self-paced training program that helps you learn pitch recognition. It includes a variety of interactive melodic and harmonic exercises to help you recognize single tones, intervals, chords, scales, modes, etc., by ear. It's easy to use and features a variety of options for sound output.

- *Rhythm Ace* is a PC-based music training program that helps you learn, practice, and play rhythm. Using hundreds of rhythms in time signatures from 2/2 to 16/16, *Rhythm Ace* sharpens your ability to keep the beat on your keyboard, mouse,



or MIDI instrument. As an optional audible metronome keeps time, its ingenious on-screen graphics show whether you're on the beat, early, or late, and whether you're holding notes for the proper duration.

- *NotePlay* is a fun sight-reading game designed to improve your ability to read and play notes. You select your skill level, and *NotePlay* composes an appropriate exercise. To win, you must quickly and accurately play the melodies, intervals, and chords it has created. Whether you use the computer keyboard, a mouse, or MIDI instrument, *NotePlay* is a great way to learn to read and play music and have fun at the same time.

- *Rhythm Play* is an "arcade game" designed to sharpen your sense of rhythm. It composes one- and two-handed exercises appropriate to the skill level you select, gradually increasing the tempo as you progress and improving your ability to keep a beat. Guided by its visual metronome, you earn points by playing back rhythmic phrases it displays on your screen. It's a fun and instructive approach to rhythm training.

MusicTime by Passport

With all this computer music in your house, the muse will undoubtedly move you to do a little composing of your own. You'll find Passport's *MusicTime* the ideal software tool to help budding Mozarts and McCartneys put the tunes in their heads down on paper.



Amazingly easy to use, *MusicTime* is an incredibly flexible desktop music composing and notation program. It records your live performances, displays them on-screen, and then plays them back

or prints them out. You can also write music using a mouse or by playing one note at a time from your MIDI keyboard (including *The Miracle* keyboard). You can notate up to six staff systems with up to four voices per staff.

MusicTime's powerful editing commands let you cut, copy, and paste individual measures or entire sections of your score with simple mouse moves. You can do things like transpose notes, change key, change tempo, enter song lyrics and align them with notes, and print your entire composition in standard music notation. There's just no easier way to turn your performance into beautiful sheet music.



Boom Box by Dr. T's Music Software

If rap music is your thing, then you won't want to miss *Boom Box* from Dr. T's Music Software. *Boom Box* transforms your computer into an interactive beat box. You become a producer who can mix, record, and play hundreds of different sounds, bass, drum, and synthesizer parts.

Boom Box gives you a lot of options for creative control and fun with music. Using a mouse, joystick, or keyboard, you can mix with faders, add sizzling effects and echo, loop sections, or just jam along by triggering the program's heavy guitar samples, assorted screams, turntable scratches, and solo pads. You can even record sounds in your favorite sampling program and load them into *Boom Box*. You can change the solo sounds and patterns while they are playing and you can store your productions on computer disk or record them to audio tape to play for your friends.

Boom Box requires no knowledge of music to operate, so everyone can create hot licks that'd make even iced rappers chill.



A VIS-ionary Entertainment System

Tandy unleashes a CD game system that may make multimedia a household word

by Kurt Busch

In an era when picking a multimedia platform is becoming more and more complex, Tandy may actually be simplifying things by adding yet another choice to the marketplace. Their new Video Information System (VIS) is in stores now, and it's offering some real advantages to consumers and software developers.

Once or twice a year, journalists have to expand and refine the definition of true multimedia. Basically, multimedia machines offer fast processors that access massive storage devices, such as compact disks, to deliver superior art, animation, and sound. The results are astounding, as anyone who's played the MPC versions of *King's Quest V* or *Mixed-Up Mother Goose* will tell you. The experience is truly like interactive television.

Trouble is, a multimedia upgrade for a 386 computer will run the average consumer around \$800, and many people don't feel they need a CD-ROM drive badly enough to merit that sort of outlay. Worse yet, people who haven't made the commitment to buying a home computer often balk at the idea of spending \$2000 - \$3000 for a tricked out system.

Enter VIS

VIS is a system for everybody, not just computer owners. Looking very much like a VCR, the unit hooks directly to your television, using your TV's screen and speakers. VIS looks like it belongs in your living room, where the family can get the most out of its features.

In fact, Tandy has gone out of its way to NOT bill this as a computer system, marketing it as an interactive education/entertainment system. The simple infrared controller is extremely user-friendly. And, at about \$699 (which includes the acclaimed *Compton's MultiMedia Encyclopedia*), the VIS unit's price is pretty friendly too.

"This new format enables us to create a unique product class that will provide a window to the world of digital information for the mass consumer," said John V. Roach, chairman and chief executive officer of Tandy Corporation.



Tandy's VIS CD-ROM player is directed by an infrared controller. With two controllers, two-person gaming is possible.

"Our purpose was to develop a technology that could be integrated into a new generation of products tailored to the learning, information, and family information needs of the 1990s home. Products using this innovative technology will allow interaction with the pictures, voice, music, and information learning experience that the whole family can enjoy anytime they wish."

The unit is also a sophisticated music CD player with a remote control that offers features like repeat, shuffle, disc database or memory cartridge, and more.

A Platform for the Future?

Of course, CD systems for your TV aren't new. CDI and CDTV have been out there for awhile and have gathered some dedicated followers. Both Sega and Nintendo have promised to ship inexpensive CD units that hook up to their 16-bit game systems. Most consumers, however, have taken a wait-and-see approach, hoping that one system will clearly dominate the home market in the same way VHS won out over Beta in the video tape market. VIS shows real promise for getting and keeping major market share because the platform is very attractive to software developers like Sierra.

A Developer's Dream

The heart of the machine is actually a very fast processor (made faster by the lack of drivers and buffers needed to run programs) that operates under *Microsoft Windows*. This is invisible to the consumer (who doesn't have to understand *Windows* and will find the system no more difficult to operate than a VCR or a Sega Genesis),

but makes life much more bearable for the developers who have already published Multimedia PC (MPC) versions of their titles.

The conversion work for an MPC title like *EcoQuest* or *Space Quest IV* is much easier when you're working on a similar system, like VIS. This means more publishers are able to get out more titles. More titles available means more machines sold. More machines sold prompts more titles to be released. You get the picture.

By Christmas, more than 100 VIS titles from many leading software publishers are scheduled to be released. This means VIS has more titles available than any platform except MPC. Prices should range between \$19.95 and \$79.95.

A Tool for Education

Tandy is convinced that VIS will be a major educational tool, as well as an entertainment platform.

"VIS was created with a sensitivity to the family's desire to improve their children's educational performance and literacy skills," said Mr. Roach. No less than 26 reading development titles will be released in the first wave of VIS products. Sierra will ship titles from the *Sierra Discovery Series* (see next page).

VIS machines are currently being sold by consumer electronics retailers (including Tandy's Radio Shack stores). The system is also available in other electronics stores under the Zenith label.

If you've been waiting for a company to release a true multimedia system for the average home, check into VIS. It's too early to tell, but the new platform may just be the one to bring true multimedia game playing to the mass market. For non-computer owners, it's a great turn-key system that gives them a full multimedia machine. And for computer owners who can't get their kids off the PC, it's a great way to give your children a true multimedia game computer for under \$700.



Sierra Spins Out Titles for VIS

If you've been waiting to experience Sierra's greatest games in true multimedia, VIS may be the ticket. An impressive opening line-up of VIS titles will be making its way to software stores this Christmas and in early 1993. Take a look at what you can expect to see on this new system.



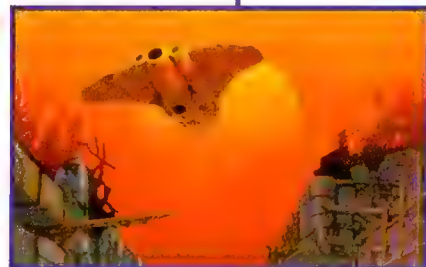
King's Quest V *Absence Makes the Heart Go Yonder*

Voted "Best Multimedia Fantasy/Adventure Game" by the readers of *MPC World*, this landmark game truly comes alive on VIS. Filled with over 50 voice actors, a stirring stereo soundtrack, and some of the most amazing sound effects you'll ever hear, *King's Quest V* is a great introduction to the world of multimedia gaming.



Space Quest IV *Roger Wilco and the Time Rippers*

He's a man with a mission... and a mop. Blast off with Roger Wilco as he sets off across the universe in the mother of all sequels. Join this sanitation engineer turned swashbuckler as he stumbles across space, time, and a really big mall. This spaced-out best-seller features a hard rocking stereo soundtrack from Supertramp's Bob Siebenberg.



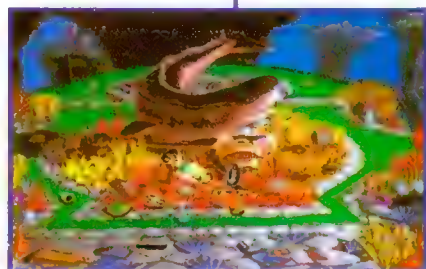
Laura Bow in *The Dagger of Amon Ra*

Roberta Williams' super sleuth returns in this stylized roaring 20s mystery. Sierra is currently putting the final touches on the CD version of this master-level adventure game. For a full review of the MS-DOS version, see page 44 of this issue.



EcoQuest: *The Search for Cetus*

For adventurers aged 10 and up, this popular title from the *Sierra Discovery Series* offers players a chance to save an entire planet: earth. The delightful undersea characters that populate this fun and fascinating game come alive in multimedia, enchanting players of all ages with their outrageous personalities and important messages.



The MPC Era Arrives

Multimedia titles are changing the way we play games, and Sierra is setting the standards for multimedia titles.

By Kurt Busch

"*King's Quest VI* is the proof that the era of CD game playing is upon us... Kill your hard drives!"

Peter Spear
- *QuestBusters* - November, 1992

No doubt about it, the multimedia platform is changing the way we play games. When *King's Quest VI* ships on CD, lucky Multimedia PC (MPC) owners will be treated to an unparalleled game experience that those who played the MS-DOS versions caught only a glimpse of.

But, despite the great advances made in the CD marketplace, it's important to realize that not just any CD game is truly multimedia and fewer still meet the MPC standard.

The Age of MPC

The MPC standard was created in 1991 by 12 major companies, including Microsoft, Tandy, and Philips (the creators of the audio CD). It established minimum standards for hardware configurations and - more importantly for the consumers - software development. A typical MPC title holds as much information as 400 or 500 disks. The compact discs run under *Windows* for multimedia. A typical multimedia upgrade for a 386 (which includes a sound card, CD-ROM drive, and software) costs about \$800. MPC software is usually no more expensive than the MS-DOS disk equivalent.

A CD-ROM game that sports the MPC label is more than "shovelware" (the industry term for MS-DOS games ported to CD without enhancement). MPC titles combine voice, music, superior art and animation to create an experience that is truly like an interactive film or cartoon.

When you play an MPC game, every character actually speaks to you. Ships creak, dungeons drip, rockets blast, monsters screech, and whole worlds of fantasy come alive before your eyes.

Sierra Sets the Standard

This year, the readers of *MPC World* magazine voted for the best true

multimedia titles on the market. Not surprisingly, Sierra led the way.

Roberta Williams' *King's Quest V* was selected as "Best Multimedia Fantasy/Adventure Game". The people who played this ground-breaking game thrilled to the screech of a harpy, the incantations of a wizard, and the battle cry of a king. Over 50 voice actors contributed to this monumental multimedia experience.

Roberta was also honored for *Mixed-Up Mother Goose*, selected as "Best Multimedia Title - Learning for Children" by the readers of *MPC World*. This enchanting adventure for pre-readers features dozens of delightful characters



who talk and sing to children during a quest to un-scramble Mother Goose's nursery rhymes.

Sierra has also attracted legions of multimedia fans with titles like *Jones in the Fast Lane*, a board-game style "adventure in real life" and *Stellar 7*, a fast-paced battle across seven high-tech battlefields of the future. (The CD-ROM version of *Stellar 7* features exceptional action, sound, and music, but is not an MPC product).

But anyone who thought Sierra had already taken MPC to the limit with these titles is in for an action-packed, eye-opening surprise as Sierra rolls out even hotter titles for MPC.

Rockin' with Roger Wilco

Space Quest IV: Roger Wilco and the Time Rippers will hit the shelves soon, probably by the time you read this article. Join Roger Wilco in this hilarious and puzzling romp across space and time. The sequel police are hot on Roger's trail as he stumbles through the past, present, and future of this outrageous series.

The new MPC version of this award-winning comedy/adventure is narrated by Gary Owens (of *Laugh-In* fame) and features a hard-rocking soundtrack by Supertramp's Bob Siebenberg.

Get Wild with Willy

When the MS-DOS version of *The Adventures of Willy Beamish* was released last year, *QuestBusters* magazine called it "the closest thing yet to capturing the look and feel of animated cartoons". Now this great game captures the sound and fury of the genre as well, with dozens of whacky voices, outrageous sound effects, and enough high-octane, day-glo animation to keep you playing for a long, long time.

Willy Beamish will not only roll out on MPC, but also on the new Sega CD format, making this cartoon adventure a must-have for any collection.

An Amazing Multimedia Mystery

Fans of Laura Bow can help her unravel a master-level mystery in the MPC version of *The Dagger of Amon Ra*. This intricately designed, perpetually perplexing adventure features spectacular art deco illustrations and a sparkling 20s-style jazz soundtrack.

Help cub reporter Laura Bow investigate a murder in an imposing New York museum in the dead of night. Surrounded by socialites, miscreants, and thieves, Laura must unravel the mystery of an ancient Egyptian artifact.

Part of Laura's job is to interview and interrogate everyone she meets. Now you can actually hear these characters as they pass on rumors, recount events, and offer

alibis. Can you tell when these characters are telling the truth?

Having a cast of characters that actually talks also allows you to eavesdrop at parties and in public places. You may pick up a few clues if you listen closely.

Dan Carver, Sierra's project manager for multimedia titles, hinted that *Laura Bow in the Dagger of Amon Ra* may contain some design changes as well.

This is Sierra's most ambitious MPC project to date, and will only be surpassed when *King's Quest VI* rolls out (see below).

A CD Search for Cetus

EcoQuest: The Search for Cetus is an amazing animated adventure on MPC. It not only presents you with a fun, master-level game, it also introduces kids ages 10 and up to important ecological issues.

Cruise beneath the waves and discover a colorful cast of enchanting sea creatures, each with a distinct personality, and - thanks to MPC - a distinct voice.

As an interesting side note, Sierra auditioned dozens of young actors for the role of Adam and wound up selecting Dylan Skirvin, son of *King's Quest VI* project manager Bil Skirvin. (Bil was also the director on the MS-DOS version of *EcoQuest*).

In early 1993, the long-awaited MPC version of *Leisure Suit Larry in the Land of the Lounge Lizards* should be released, bringing the off-beat world of Lost Wages to life. Al Lowe is personally supervising the casting right now, as well as working on design changes for the game.


And the BIG one...

When *King's Quest VI* for MPC rolls out in early 1993, everybody who got an MPC upgrade for Christmas is going truly believe in Santa Claus.

The opening cartoon, developed by Kronos, the company that did special effect work for *Batman Returns* and *Lawnmower Man* - is an amazing display of 3-D rendering, featuring sweeping camera pans that travel around people and objects that come to life. Those who've played the MS-DOS version of the game caught just a glimpse of this impressive example of animation.

The game will feature the most sophisticated design of any MPC game, along with a sensational soundtrack and a cast of characters that will talk, scream, sing, and howl. In fact, the audio highlight of the game is "Girl in the Tower," a love ballad sung as a duet.

Get in on the Revolution

For everyone who's upgraded to MPC, this holiday season is going to usher in a new era of multimedia games. For those of you who haven't jumped on the MPC bandwagon, this may be the time to write those letters to Santa Claus. 

Top MPC Titles from Sierra

King's Quest V: Absence Makes the Heart Go Yonder



King's Quest V was voted "Best Multimedia Fantasy/Adventure Game" by the readers of MPC World magazine.

Mixed-Up Mother Goose



Roberta Williams' beloved *Mixed-Up Mother Goose* was selected "Best Multimedia Title - Learning for Children" by MPC World.

Space Quest IV



Space Quest IV: Roger Wilco and the Time Rippers will send CD-ROM games into the space age.

The Adventures of Willy Beamish



QuestBusters magazine calls *The Adventures of Willy Beamish* "the closest thing yet to capturing the look and feel of animated cartoons."

Laura Bow in The Dagger of Amon Ra



Laura Bow in The Dagger of Amon Ra is a mysterious masterpiece on MPC.

EcoQuest: The Search for Cetus



EcoQuest: The Search for Cetus is a multimedia quest to save the planet

Leisure Suit Larry in the Land of the Lounge Lizards

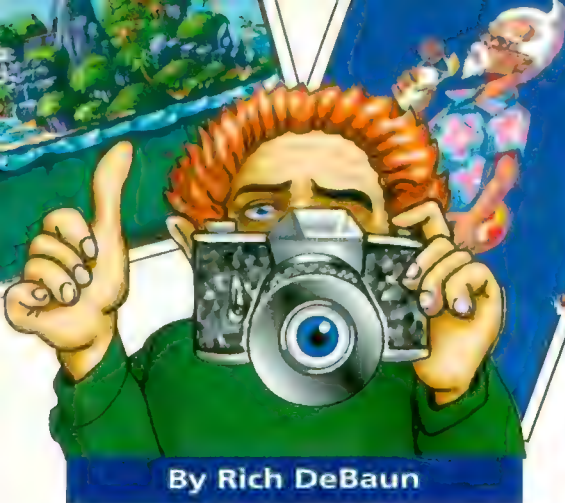


Check out the streets of *Lost Wages* when you step out in this hilarious MPC title.

King's Quest VI: Heir Today, Gone Tomorrow



QuestBuster called this game "the proof that the era of CD game playing is upon us"



By Rich DeBaun

A HITCHHIKER'S GUIDE TO The Island of Dr. Brain

Just when you thought it was safe to go back to the computer, Dr. Brain strikes again! This time, he sends you to the islands. Not the jolly Green Isles of *King's Quest VI*, not the amiable atoll of *Johnny Castaway*, but the incredible *Island of Dr. Brain* itself, where the whimsical landscape is filled with sight gags and a gauntlet of ego-busting mind-benders wait for you to prove just how smart you really are.

A GAUNTLET OF BAFFLING BRAIN BENDERS

Like other games in the *Sierra Discovery Series*, *Island of Dr. Brain* is one of those sneaky computer adventures where you actually learn something while you play. However, in addition to requiring the mental facility to handle tough logic problems and fiddle with mathematics, you'll have to have some real knowledge to solve the diabolical new puzzles Dr. Brain has put in your path. That's right, Dr. Brain expects you to actually know things to get through this quest — like the symbol for gold on the Periodic Table of Elements (Au) and who painted "The Three Sphinxes of Bikini" (Salvador Dali) and what corny type of speech asks what wood would use yews on an ant aunt (hominy homonyms).

As in its popular predecessor, *Castle of Dr. Brain*, you have a specific mission to accomplish on your visit to the archipelago of acumen. Your task in *Island of Dr. Brain* is to bring back a special battery, a vital piece to one of Dr. Brain's bizarre projects. To get it, you'll have to think your way through a battery of entertaining obstacles before a temperamental volcano blows its top.

TOOLS OF THE TRADE

The animated opening screen — in which the Island's volcano violently explodes to the strains of a sinister musical theme — gives you a clue to your possible fate if you're not up to the task Dr. Brain has assigned. But Dr. Brain isn't totally without mercy. He also gives you two very helpful tools to accomplish your mission: a cool chronometer and the Mother-of-All-Hint-Books.

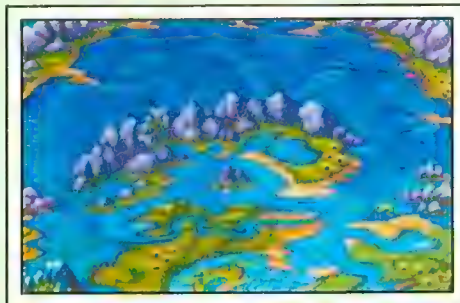
The timepiece is actually a "hint watch," a handy little device similar to Dick Tracy's

two-way wrist radio. If you get stuck trying to solve a puzzle, you can use it to call Dr. Brain for a piece of the solution or a general strategy tip. When you begin the game, the hint watch is loaded with one call. You can collect more calls by solving puzzles, and the more unused calls you have left at the end of the game the higher your score will be.

Your second safety net is an all-encompassing manual called the *EncycloAlmanacTionaryOgraphy*. It contains all the stuff you should have learned when you weren't paying attention in school. Despite its rather intimidating title, the *EncycloAlmanacTionaryOgraphy* is a helpful reference that gives you insights on how the puzzles in the game work as well as strategies, hints, and answers. This combination encyclopedia, almanac, dictionary, and bibliography is chock full of charts, tables, background information, and ideas for research projects. You may find it useful just as a general research source.

HOW'RE YA DOIN'?

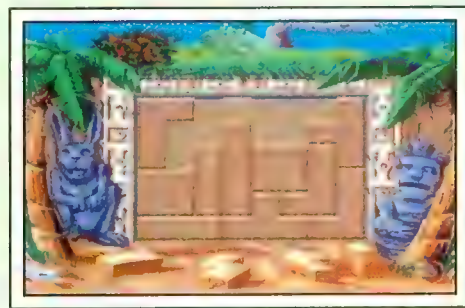
Another handy feature in the game is the Achievement Board, a graphic display that summarizes how well you're doing. It organizes the puzzles into categories and lists the triumphs and tragedies of your quest. As you complete puzzles, Dr. Brain will award you a bronze, silver, or gold plaque and place it on the board. Just click open the display whenever you want to bask in the glory of your accomplishments or impress your friends with the record of your problem-solving prowess.



The Island of Dr. Brain lies in the Cerebral Hemisphere, where you can see such sights as Lake Pituitary and Ventricle Bay.

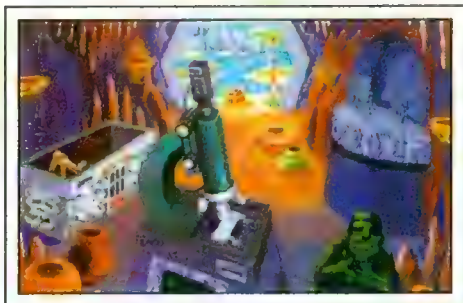
HIT THE BEACH (GETTING STARTED)

Your first step in *Island of Dr. Brain* is to emulate Ferdinand Magellan and plot the island's location on a large, color map of the Cerebral Hemisphere. Using a parallel rule, you must correctly chart a course from Dr. Brain's castle to the island, citing the correct longitude and latitude. The island is near major landmarks like the Sea of Cortex, Cerebellum Rock, and Pons Island, and the coordinates for each landmark are listed in the *EncycloAlmanacTionaryOgraphy*. It's an easy introduction to navigation, and if you cannot find locations using longitude and latitude now, you'll know how to do it about two minutes after cranking-up the game. If you mark the right path, you'll land on the beach and hit your first heavy-duty puzzle. If you are off-course, you will surely get wet.



On the beach, a perplexing polyomino puzzle stands between you and the island's multiple mind-benders.

Once on the beach, you will face the sealed entrance to a cave. To enter the cave, you have to solve a polyomino puzzle. This mouthful of syllables is a sort of variation on *Tetris*. The idea is to put an assortment of odd-shaped blocks together so they fit perfectly into a given rectangular space. You can rotate and flip the blocks before placing them. This is a lot tougher than it sounds, and if you're among the spatially challenged you might end up rotating and flipping your computer. If you fit all the pieces correctly, however, you'll be able to enter the cave for more fun and games.



Stalagmites, stalactites, and a trio of delightful diversions wait to test your imagination in the "Brain Bace".

Among the interesting furnishings you'll find in the cave are a microscope, a stone sarcophagus, and the infamous "Tower of Hanoi" puzzle.

Dr. Brain uses the microscope to view protozoa, paramecia, amoebas, etc., and he's just discovered the tiny creatures can be mapped in predictable patterns. All you have to do is calculate the equations to group them. (You'll need the clue you get from this introduction to Cartesian coordinates to unlock the secret of the sarcophagus, so make sure you put Descartes before the hearse.)

The sarcophagus has a mathematical latch designed by a locksmith who used to write achievement tests. To open it, you have to figure out the missing number in a series of numbers (e.g., what is "x" in the series 1, 2, x, 4, 5?). If your exercise in creative grave-robbing is successful, you'll receive a gift from its occupant that lets you play the Tower of Hanoi.

The Tower of Hanoi is an ancient puzzle in which you move a stack of donut-shaped disks of different diameters among three stakes. Your goal is to move the stack of disks from the stake on the left to the stake on the right, however:

1. You may only move one disk at a time;
2. You may use the stake in the middle to temporarily store disks;
3. You may not place any disk on top of another disk of smaller diameter;
4. When you're done, the disks must be arranged in sequence from the largest on the bottom to the smallest on top.

To give you an idea of how hard this can be, if you had to sort sixty-four disks (and made all the right moves), it would probably take the player approximately 18,446,744,073,710,000,000 moves. If you were quick and could take each single move in one second, it would only take you 584,542,046,090.6 years to finish. Fortunately, you don't have to move quite as many disks in *Island of Dr. Brain*, so you might be able to crack this in your lifetime.

THE LOST LAGOON OF LOGIC

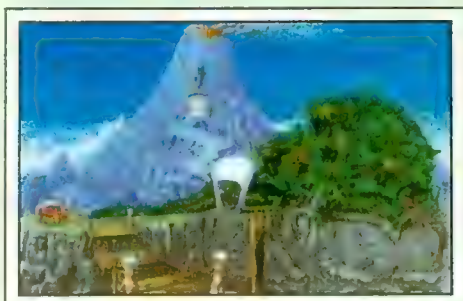
Your next stop is what looks like a Club Med for Dr. Brain's personal totem, the pink Phoenicopteridae (that's flamingo, to you). Located on a picturesque lagoon, this demented bird sanctuary is a pleasant place

to try a pair of puzzles that are very popular among Brainophiles: the Jigsaw and the Word Search. The new wrinkle in the Jigsaw is that the scene you put together is animated, both as a completed picture and within the individual pieces. In this version, you look for up to twenty French, German, or Spanish words in a jumble of letters laid out in a grid. No two games are ever the same since the puzzle draws a new selection of words from its large vocabulary pool and shuffles them together in a new configuration each time it regenerates. It's wunderbar, merveille, maravilloso, marvelous!



Once you piece together what's happening at the lagoon, you're on your way to solving the quest - or losing your mind.

You'll also frolic with a flock of Dr. Brain's favorite fowl on the beach. When you first see them, one (or more) of the birds will briefly flash a different color. Thereafter, each flamingo will change the color of one or more of the other birds when you select it. All you have to do is select the right combination to re-create the pattern that was initially flashed. The key to this puzzle is a keenly developed short-term memory (I think there was something else, too, but I can't remember what it was).



You'll have to think your way up the mountain trail, bridging Logic Gap and finding funky fauna hidden among the flora.

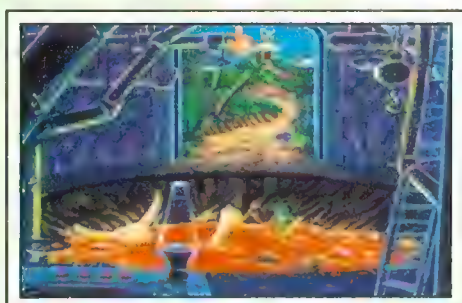
THE CODE OF HONOR

As you proceed up the mountain trail, you'll find your way blocked by the Code Bridge Puzzle, a small suspension bridge made of planks and vines that spans a deep chasm. Maintenance has never been Dr. Brain's strong suit, and some of the planks are missing. To cross the chasm, you'll have to decode "scrambled phrases" on a nearby sign so you can use the boards from the sign to replace the missing planks of the bridge.

Once across the bridge, you follow the

trail up the mountain to a dense tropical forest labeled "Botanical Garden." Here, you'll have to stop to find several animals randomly scattered through the landscape. These nearly invisible creatures are so well camouflaged the event qualifies as a classic Hidden Objects Puzzle.

The trail eventually leads to a door in the side of the volcano. This entrancing entrance is your kind of portal if you like knock-knock jokes, and locked by a lock you can only unlock by demonstrating some elementary scientific know-how. The gatekeeper gadget this time is a Mass Analyzer Puzzle. In this puzzle, you must correctly identify the atomic components of various objects (e.g., an aluminum can is mostly made of the element aluminum, atomic symbol Al, atomic number 13, atomic weight 26.98154). The Periodic Table of Elements on pages 97-98 of the *EncycloAlmanacTionaryOgraphy* will be your key to this one.



You're guaranteed a hot time at the lava pit, where you'll have to solve a Magic Square puzzle that just doesn't add up.

THE GOING GETS TOUGHER

Once inside the volcano, you'll find you've jumped from the frying pan into the caldera. To get out, you have to cross a boiling lava pit and open the locked steel door that blocks the exit.

To cross the lava pit, you must overcome the dreaded beast Math Anxiety and solve a Magic Square Puzzle. This puzzle is a variation of the magic square from *Castle of Dr. Brain*. Instead of every row, column, and diagonal adding to the same number, however, now every row, column, and diagonal must add up to a different target number (the numbers change each time you play). In the Middle Ages, people believed magic squares would protect them against the plague. In *Island of Dr. Brain*, they might give you brain fever. If you can't get enough, the *EncycloAlmanacTionaryOgraphy* gives step-by-step instructions to create magic square puzzles of your own.

UNLOCKING YOUR POTENTIAL

Once across the lava pit, you have to unlock a massive steel door left over from Superman's Fortress of Solitude (Dr. Brain seems to be obsessed with locks in this game). You'll be allowed to exit once you select the right combination of elements from the jars Dr. Brain has kindly left for

HOW TO FILL YOUR HEAD WHILE YOU BOGGLE YOUR MIND

One of the neat things about *Island of Dr. Brain* is that it challenges you in so many different subject areas. It's a veritable smorgasbord of intellectual stimulation.

According to the project team manager, Brett Miller, a major design goal from the very start was to create a game that would expose players to concepts and fields which might be new to them.

"Our hope is it will spark additional reading and activities beyond the game itself," Miller says. "When people play *Island of Dr. Brain*, it's like we've dropped a pebble into a pond. The expanding ripple caused by that contact can affect their lives forever."

Island of Dr. Brain includes the following subject areas:

FOREIGN LANGUAGE

French, German, Spanish

LANGUAGE ARTS

Sentence Creation, Synonyms, Antonyms, Vocabulary Development, Homonyms

LOGICAL THINKING

Secret Codes, Deductive Reasoning, Map Skills, Navigation

MATH

Combinatorial Geometry, Cartesian Coordinates, Number Sequencing, Arithmetic Progressions, Boolean Logic

MUSIC

Reading music, Learning Notes, Learning keys

PATTERN RECOGNITION

Neon Number Relationships, Visual Discrimination, Memory Flexing

PHYSICS

Mechanical Advantage, Calculating Mass, Potential/Kinetic Energy, Gear Ratios

PROGRAMMING

Algorithms

RESEARCH SKILLS

Referencing

SCIENCE

Micro-organisms, Material Analysis, Spectrum Analysis, Periodic Table, Elemental Properties, Genetics, DNA programming

you and match the spectral pattern display on the lock. Fortunately, Dr. Brain has also left you a sensor which analyzes burning elements and shows you their spectral pattern. Unfortunately, you can't tamper with the volcano's innards with impunity. All your messing about in the lava pit will inevitably trigger a case of geologic indigestion, and those ominous, rumbling tremors you'll hear coming from deep within the earth mean something. From here on, your quest becomes a race against time. Can you finish before the volcano pulls a Vesuvius on you?



Too many words await in Vocabulary Village, where you'll harvest a bumper crop of synonyms, homonyms, and antonyms.

ELEVATE YOUR THINKING

At the higher elevations of the *Island of Dr. Brain* lies a cluster of idyllic native condos surrounded by a lush language garden. You'll soon discover this is one garden where a good vocabulary is better than a green thumb. The main crops include synonym apples and hominy homonyms, with an anthill full of antonyms thrown in for good measure. The challenging word-play in the garden's three puzzles tests your lexical expertise as you edit and improve sentences for proper meaning.



Be sure to note the "punny" details as you sort things out in the Matchmaker's Hut.

The quaint decor of the native hut is a clear example of why game designer Patrick Bridgemon is serving a sentence of thirty years hard laughter at the "pun-iteniary." Finding the visual gags scattered throughout the hut is a game unto itself. The two puzzles he has left for you here are an indication of why he was refused parole in past years.

In the first puzzle, you must match an assortment of items that have only minor visual differences. These range from simple,

abstract symbols at the basic level to detailed native masks with subtle decorative differences at the expert level. In the second puzzle, you play Marion-The-Librarian, sorting the volumes in a bookcase by category and subject. It's your opportunity to demonstrate your vast knowledge of famous authors, geography, anatomy, and other sortable subjects. You might want to check out the *EncycloAlmanacTionary-Ography* for overdue answers if any of the titles leave you in a bind. If you're successful, however, the bookcase will slide aside and reveal a hidden elevator.



Solving the problems in the elevator room is an uplifting experience - unless you're not as smart as you think you are.

The problem with the lift is that it doesn't. You've got to repair both its counterweight and its gear system to get down to the next floor safely. You can fix the counterweight by filling it with the correct combination of liquids (water, alcohol, and mercury). You can fix the gear system by selecting replacement gears that have the right number of teeth. You can solve both these problems either by calmly calculating the proper ratios or by making wild guesses. If you solve them correctly, the elevator will descend to Dr. Brain's laboratory. Any repairs you attempt which end up being incorrect, however, will cause extreme effects in a vertical direction.



You can do your Igor imitation in Dr. Brain's secret laboratory, where you'll learn DNA stands for Don't kNow Answer.

GET WITH THE PROGRAM

Once you reach Dr. Brain's secret laboratory, you'll find two nifty experiments to complete: one on robotic programming and one on DNA programming.

The first experiment is a variation on the robotic arm programming puzzle from *Castle of Dr. Brain*. This time, you have to create step-by-step instructions so a robot

with x-ray vision can retrieve three top-secret crates. It is a task designed to turn all apprentice scientists into apprentice mad scientists.

The second experiment lets you try your hand at a little genetic engineering. Instead of Gregor Mendel's pea plants, however, you get to play matchmaking for a bunch of mechanical fruit flies. Dr. Brain needs to breed a couple of cyborg superflies for a special project. Unfortunately, each of the cyborgs he currently has in stock possesses only some of the traits they'll need to survive the project. You determine how to pair the robots so they'll produce offspring which match his specifications.



You might not know Art - but you'll know Pablo, Vincent, Salvador, Georgia, Jackson, and Vassily in Dr. Brain's gallery.

WHAT IS ART?

After you've completed your attempt at programmed parenthood, it's time to exercise the right side of your brain in the fine arts gallery just beyond the lab. This room is filled with masterpieces and lifelike "talking" busts of the six famous artists who painted them: Pablo Picasso, Vincent Van Gogh, Salvador Dali, Georgia O'Keeffe, Jackson Pollock, and Vassily Kandinsky.

While you're hanging around the gallery, the artists will give you background information on their styles and show samples of their work. They then expect you to match the paintings on the wall with the artists who painted them. If this seems too hard for your Philistine sensibilities, don't worry. Once you canvass these masters for clues, you'll "easely" get the picture.

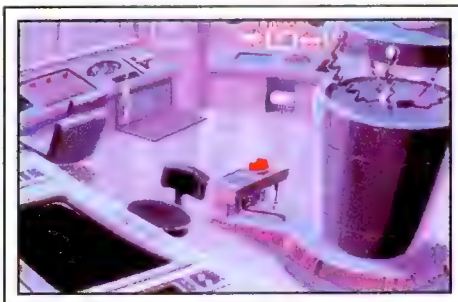
MUSIC FOR YOUR MIND

Next, you will have to face the music at Dr. Brain's Pipe Organ Puzzle. Under the guise of being just another obstacle in your quest, this interesting little etude actually teaches you to read, play, and write music. It is designed so Every Good Brain Does Fine, but you'll have to see sharp if you don't want to be flat. If you're not defeated by having a tin ear, the pipe organ will swing aside and reveal a secret passage to the Control Room.

You'll sing a different tune when you finally find the Control Room (which raises the intriguing question "What does this room control?"). The first thing you'll do here is make a mistake and break something. Don't despair. As long as the volcano hasn't started rumbling, you still have a chance to get out alive. If the room starts to shake, however,

you'd better complete the two remaining puzzles as quickly as you can.

A good place to start is to replace the control panel's missing components. This is actually a Pattern Recognition Puzzle in which you match pieces of various shapes and colors with a series of similar objects. It requires a certain perceptual skill to succeed and can be difficult even at the simplest level if you haven't got it. Heck, it can be difficult if you have got it.




After burning up a couple million of your little gray cells, you just might finally find the mysterious Control Room.

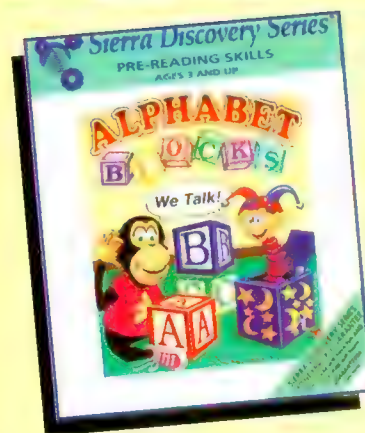
A FINAL NOTE

The last puzzle of the game is even more of a challenge. The Volcano Stack Control Computer has blown a chip, and you get to build a new one using transistor logic. You have to pull the chip from the Stack Control Panel Computer, test it in the Integrated Scanner, and program a replacement in the Circuit Integrator. This can get quite intricate at the higher skill levels as you combine the AND, NAND, OR, NOR, XOR, and XNOR logic gates in Dr. Brain's toolbox. The myriad of possible paths is staggering and a worthy finish to this mind-melting game.

Just because you've finished your quest, however, does not mean the game is over. The climax includes a surprise ending. But you won't read about it here. To learn the amazing secret of the *Island of Dr. Brain*, you will have to play the game yourself.

In the lore of electronic entertainment, there are challenging computer games, there are CHALLENGING computer games, and there is *Island of Dr. Brain*. You'll feel a real sense of accomplishment as you master the incredible variety of mental hoops your eccentric host has put in your path. On an aesthetic level, you'll enjoy the genial good humor, attractive graphics, and effective yet unobtrusive music which create a world that's fun to visit. So, if you are tired of muddling through someone's funky fantasy world, stumped by riddles based on a demented designer's obscure reference to things that never were, take a trip to the *Island of Dr. Brain*. Not only will you have a lot of fun, you can't help but learn more than a few things along the way. 

ALPHABET BLOCKS



Now any child who can use a mouse can learn to read.

Alphabet Blocks is a revolutionary educational program that teaches your child all the letters and sounds of the alphabet using proven learning methods and the latest computer technology.

In this fun, engaging introduction to alphabet sounds and names, two computer friends — a cheerful chimp named Bananas and a jolly jack-in-the-box named Jack — gently coach your child through the basic rules of the "game" of reading. Kids have a wonderful time as these two infinitely patient tutors offer practice questions and encouragement in the only program on the subject to use accurate, synchronized facial expressions along with digitized speech.

Alphabet Blocks features:

- Four games that teach: letter names, letter sounds, word sounds, letter recognition, mouse control, vowel/consonant distinction, vocabulary, case recognition, and following directions.
- Positive reinforcement instruction, with vocal and animated reward sequences.
- Intelligent recognition and coaching of problem areas.
- State-of-the-art production values, including full-color animation and digitized sound.

Alphabet Blocks makes the transition to reading easy and can give your child a significant head start in reading proficiency. It's real education that's real fun.

By Barbara Ray



EDUCATION FOR THE 21ST CENTURY

The trick in creating effective educational software is to design programs that will hold students attention while actually teaching something. Ideally, educational computer games should be engaging without being frivolous, instructional without being dull. The design team at JTP, lead by Jeff Tunnell, the man behind the hit computer games *The Adventures of Willy Beamish*, *Heart of China*, and *Rise of the Dragon*, has successfully struck that balance with a terrific new *Sierra Discovery Series* game called *Quarky & Quaysoo's Turbo Science*.



Your marathon race through Quarky and Quaysoo's world is a friendly introduction to physical science and problem-solving.

Developed with the assistance of an award-winning team of educators, *Turbo Science* is a challenging game that sharpens problem-solving skills and introduces players to the amazing world of physical science. It covers energy, simple machines, states of matter, magnetism, and dozens of other concepts related to classroom science studies.

The game's framework is a frantic race for knowledge in which you answer questions and perform on-screen experiments to show your understanding of the basic principles of chemistry and physics. You're teamed with Quarky or Quaysoo, intergalactic Mind Rally Champions. These friendly Quarksters give support and encouragement with entertaining animation sequences as you try to stay ahead of a variety of alien opponents.

The game's 2,300 questions range from easy to difficult, depending on the level set by the player, and require the use of logic,

research, and lab experiments to discover the correct answers. The lab experiments are done on-screen using realistically simulated scales, measuring tape, thermometer, voltage meter, decibel counter, and other equipment, but without the risk of too many chemical stains on the carpet or minor explosions in the basement. They help make the game a useful supplement to classroom work or an enjoyable addition to homework.



On-screen lab experiments use realistic equipment to help demonstrate basic principles of chemistry and physics.

You can compete against a pack of zany computer characters. On the first two levels of the game, for example, you compete against Das Liquidators, a very strong but not exceptionally bright pair that recall professional wrestlers. The Cool City Maulers quicken the pace on the third and fourth levels. These two are smart enough, but not very athletic. Quick and opinionated, they always go for the coolest, fastest form of transportation. On the fifth and sixth levels, players compete for the Mind Rally World Championship against the indomitable Valiant Cubed (V3), also known as Odessa King. V3 is strong and smart; in fact, she is so awesome she doesn't even need a partner. With stimulating opponents like these, science becomes exciting and fun.

Turbo Science also demonstrates the value of research. When players are stumped by a question, a prompt refers them to the appropriate section of the 150-page *Turbo Science Research Guide* that comes with the game. This delightfully illustrated book is packed with tips, explan-

ations of scientific concepts, and information on the basic principles of physical science, all presented in an informal, cartoon style. It covers gravity, acceleration, electricity, mass, temperature, and a host of other topics. It's such a complete treatment of physical science, it actually stands alone as a valuable, fun resource.

Fast and colorful, with lively animation and digitized music and fantastic sound effects, *Quarky & Quaysoo's Turbo Science* is a creative example of how *Sierra Discovery Series* games are helping to bring education into the 21st century. By combining interactive entertainment technology with science education, JTP and Sierra have shown what educational software should be.

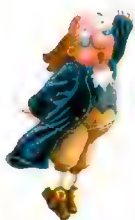


Lively animation, digitized music and sound effects, and friendly competition make learning physical science fun.



You'll learn the principles of physical science apply everywhere as you compete against a pack of zany computer characters.

By Rich DeBaun



twisty HISTORY™



TAKING A SPIN THROUGH TIME

The design team for *Twisty History*, one of the newest titles in the *Sierra Discovery Series*, has come up with the perfect way to make history interesting to young students: scramble it up, drop them in the middle of it, and challenge them to put it all back together.

In *Twisty History*, a mad scientist turns Colonial America upside-down, and it's up to the player to untangle the past. As you try to set things right, you visit important events of the period and learn about the accomplishments, inventions, and wisdom of one of the great figures in American history, Benjamin Franklin. It's a time-travel adventure that combines whimsical humor with solid fact to create a fascinating introduction to Franklin's life and times.

One of the most interesting things about the game is that you can play it as either of two main characters: an insatiably curious lass named Pepper Pumpernickel or her canine companion, Lockjaw. In fact, you must play as both to win. As Pepper, you meet and talk to all sorts of interesting Colonial characters. As Lockjaw, you chew, sniff, bite, and generally experience the fun of life as a dog.



Pepper Pumpernickel and Lockjaw answer the eternal question "What time is it?" in a world where history has been scrambled.

You begin *Twisty History* in the present, investigating the strange behavior of an unwelcome house guest: Pepper's eccentric Uncle Fred. After a bit of snooping, you'll discover (as Pepper/Lockjaw) that Uncle Fred is an evil genius who plans to use a time machine he's invented to change the past so he can rule the future. Before you can stop him, however, you're accidentally tossed back through time and land smack dab in the middle of his thickening plot.

When you tumble through the kaleidoscopic time warp and land in Philadelphia in the year 1764, your first encounter with history will be with the Liberty Bell. You'll soon find this historic symbol isn't all it's cracked up to be. Nothing else about the place rings true, either. That's because Uncle Fred has contaminated Colonial America with a dose of the 1960s and made everyone feel just "groovy." It's up to you to put history in order despite corrupt British authorities, drop-out colonists, and a dastardly dognapping.



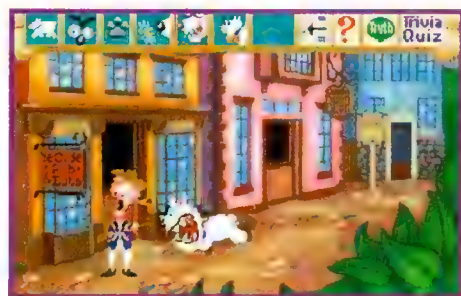
Bad guys abound when Colonial America is turned upside down by a power-hungry mad scientist who hates dogs.

Aside from your personal problem-solving skills, there are two things in the game that will help you succeed in your quest:

The first is an on-screen "Truth Detector." This handy device lets you check the items you find for historical accuracy to make sure they're in the right time period. Just point-and-click on an object, and the Truth Detector will give you the accurate and timely low-down.


The second is Ben Franklin. You'll need the help of his Poor Richard proverbs to spread common sense among the colonists. Unfortunately, Ben, too, has dropped out and retired to his hot tub to meditate. To get him excited again, you have to solve several puzzles and help conduct a few of his more famous scientific experiments.

Twisty History is divided into six "acts." At the end of each act, a Quiz Screen featuring multiple-choice questions checks what you have learned while playing the game. A prompt comes up before each act which lists the things you should watch for so you can complete each quiz. A hilarious animation sequence rewards you if you answer the questions correctly.



*When you play *Twisty History* as Lockjaw, the mischievous mutt, you get the chance to really take a bite out of history.*

The lively art gives *Twisty History* the feel of a classic Warner Brother cartoon, and there's a heavy dose of humor in both the visuals and text. And the game sounds as good as it looks: it's the first game from Sierra that supports DOS EGA/VGA, Windows 3.1/MME, and 16-bit audio! If you have a PAS-16, you'll want to add *Twisty History* to your collection to show off the great sound capabilities of your new card.

Twisty History was designed to teach about the life and accomplishments of Ben Franklin, and to give a taste of life in Colonial America. As you play, you learn about things like Ben Franklin's inventions and influence, the British system of rule, the taxes imposed on Colonial citizens by the British government, and the Constitutional Convention. But *Twisty History* does more than teach history. It tickles your funny bone, stretches your mind, and opens your eyes to a new, exciting way to understand the past. It shows how history can be fun. 



Help Benjamin Franklin with his shocking scientific experiments and get history on the right track once more.

THE SOON-TO-BE

Lost Treasures of Sierra

By Josh Mandel

Have you ever gone digging in your backyard, found a chest full of money, then been disappointed when you discovered they were Confederate bills and therefore no longer legal tender, and subsequently learned that they have a lot of value to

collectors so you struck it rich anyway?

Sure, right, of course you have. We all believe you.

Recently, a bunch of us game-playing types went treasure-hunting right here in the Sierras. After all, the Sierras are known for their treasures (you've heard, I'm sure, of the Treasure of the Sierra Madre). And finding a few millions dollars' worth of treasure would mean we could stop slipping those "Help, I'm a prisoner at a big computer game company" notes into *Quest for Glory III* boxes.

So, with shovels and rakes

and implements of destruction, we set out into the Sierra National Forest to dig up whatever we could.

The nice man from the Park Service was very good about not pressing charges, but he made us promise never to dig up national landmarks again. So we had to dig closer to home, like in our own warehouse. Sure enough, we uncovered an immense amount of treasure, all of it in the form of rare magnetic "disks," maps, booklets, and so on, all perfectly preserved thanks to the airtight shrinkwrap around the boxes.

Solid Gold Games

How did these items come to be here? Simple. A couple years ago, the entire computer industry adopted a new graphics standard called "VGA," which meant you could now play computer games in 256 colors. This was a significant improvement over 16-color EGA, which in turn was an improvement over 4-color CGA.

Trouble is, we were in the middle of making these incredible EGA extravaganzas when the VGA thing hit (it was a warm spring day in June, as I recall). In fact, we did some of our best work in EGA, and just because 16 colors is out of vogue, the Cultural Elite has declared that EGA games are dead.

HAH! How provincial!

EGA games run much better on slower systems. They take up far less disk space. And (dare I say it around here?) most of them use the typing parser, which means a lot to some of us old-time gamers.



And Soon They'll Be Lost Forever!!!

Thing is, we're not going to make those EGA games much longer. Actually, sorry for not telling you sooner, but we already stopped. The games we have, we're just gonna keep sellin' them 'till they're all gone, then there won't be any more. No reprints. No reissues. No VGA overhauls.

You heard me right. Pick your jaw up off the floor. After we're out, no more *King's Quest I, II, III, or IV!* Period. Forever and ever, uhh, well, probably. *Space Quest I, II & III* (III has some of the most incredible EGA graphics EVER in the HISTORY of the WORLD)...gone. Vaporized. *Police Quest I & II* and *Codename: Iceman* permanently off-duty. *Colonel's Bequest*, about to be laid to rest. *Leisure Suit Larry 1, 2 and 3*: kiss 'em goodbye. *Conquests of Camelot*, my personal all-time favorite (as if you asked!). *Quest for Glory 1*, my other personal all-time favorite. And *Sorcerian*, the immense hybrid action/role-playing game.

Basically, most of the industry's bestselling adventures of the past six years. Award winners. All headed for the great Bit Bucket in the sky.

Cheap Now, But Unavailable at ANY Price Later

We're shipping out all those EGA games at \$19.95 each, which, if you think about it, is just a shade less than \$20.00. It's our way of clearing out the warehouse to make room for that inevitable day when everyone's sick of VGA, and we have to stockpile THOSE titles. And, at the same time, it gives us some room in the warehouse to stick Crazy Nick once he retires.

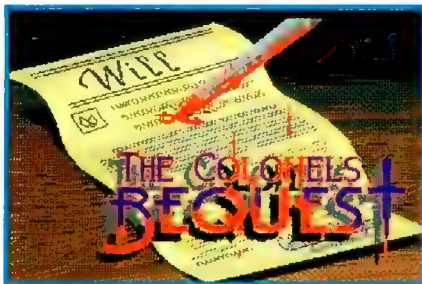
But there's more gold in them thar Sierras. (Well, sort of a 16 color EGA approximation of gold.) We've bundled together Sierra's five EGA action/adventure games: *Thexder*, *Silpheed*, *Firehawk*, *Oil's Well*, and *Zeliard*. And we'll send you the whole Action 5 bundle for \$39.95...that's something like \$8.00 per game. I could tell you the exact number if I was a programmer. In any case, \$8.00 a game...



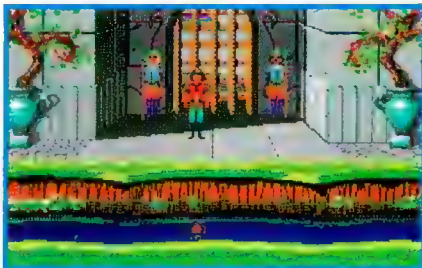
Meet Merlin in Conquests of Camelot.



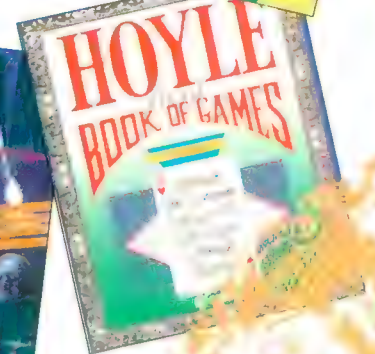
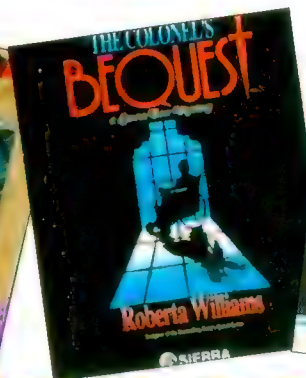
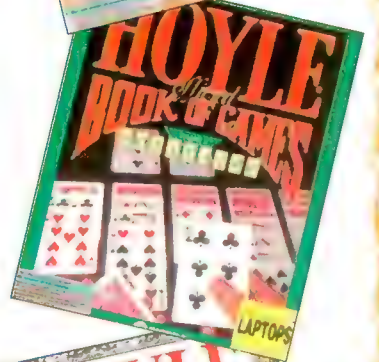
Help Rosella in King's Quest IV.



Find out whodunnit in The Colonel's Bequest.



Search for adventure in King's Quest I.



sheeeee, that's five of our best games for less than the price of a box of blank high-density 3.5" disks. And an extr alarge pizza. And two liters of something gas-producing.

Check out the *Action 5*, *Leisure Suit Larry*, *King's Quest* and *Space Quest* bundles at your favorite software stores. They'll teach you to stop being a VGA snob. They're going to be collector's items in a matter of minutes, and you'll have missed out not only on some of the best games in the history of computer gaming, but on this incredible investment opportunity that is sure to appreciate in value even faster than the "The Three Amigos" Collector's Plate. And once these games are sold out, please don't send us any letters saying, "Hey, you must have ONE copy lying around somewhere you can sell me, c'mon, I'll give you a hundred dollars." Won't do you any good. Nope. Sorry. We'll just laugh at the way you stubbornly refused to get these classics while we still had 'em.

Besides, if you invest in these games NOW, you'll help us find Crazy Nick a little extra floor space in his declining years. It could be any moment.

URGENT NEWS FLASH!!!

You thought we were just kidding, didn't you! You thought this was just some lame marketing ploy to sell you our overstocked gams, huh?

WELL, YOU'RE WRONG!!!

As we go to press we realize these games are GONE!!! We've blown out ALL our inventory. BUT....

Don't give up! These incredible titles are available NOW on the Bargain Racks of YOUR favorite software store. Cheap! Rush out in a buying frenzy NOW, 'cuz WHEN THEY'RE GONE, THEY'RE GONE!!!

URGENT NEWS FLASH, VER. 2.0

Did we say "when they're gone, they're gone"?

Well, maybe...

Seems that our resident rumormonger Johnnie Magpie heard some talk that these titles may resurface on one massive, amazingly-priced CD.

Then again, they may not. 



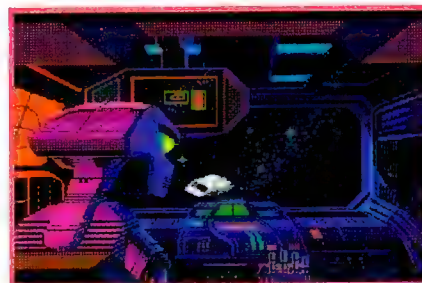
Explore Spielberg in Quest for Glory I.



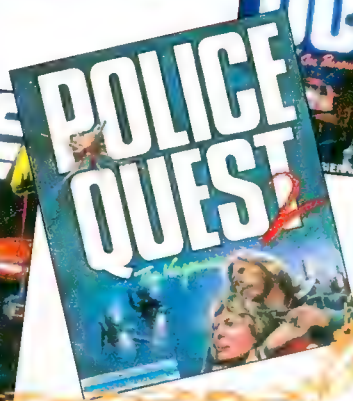
Check out the action in Leisure Suit Larry 1.



Meet bodacious babes in Leisure Suit Larry 3.



Get set for danger in Space Quest III.



Searching for Secrets in

The Shadow of Yserbius

One adventurer's account of TSN's new multi-player FRP

By Kurt (Flatiron) Busch

I owe a lot to MoryArty DaMagnaCat, a level 21 cleric who graciously agreed to guide me through several levels of enchanted dungeons in TSN's new multi-player FRP, The Shadow of Yserbius. I also owe a considerable debt to OrionRed, a thief who saved my life deep in the bowels of a volcano. I'll probably never meet these guys in real life, but - if I do - we'll spend some time at the taverns of their choice, recounting heroic deeds in the depths of a dangerous catacomb. I'll even buy.

The Shadow of Yserbius is a full-on Fantasy Role-Playing epic, complete with player stats, spells, miles of winding corridors, and - of course - a seemingly inexhaustible menagerie of gnomes, orcs, minotaurs, renegade dwarves, evil halfling clerics, you name it - all out to waste your hero in suitably nasty way.

The big difference here is that everyone you meet may be a computer-generated adversary - or a real person, willing to aid you or itching to toast you, depending on the real-life whims of another player half a country away.

A True FRP Where Everyone You Meet Could Be Real

I've always been a sucker for good FRPs. There's something particularly satisfying about building and commanding your party, keeping a wary eye on everyone's health and hit points as you scour the echoing hallways of some long forgotten ruin.



Listen carefully to everyone you meet in the dungeons. Many can help you find the lost secrets of these hallways.

My favorites - like *Eye of the Beholder* or *Bane of the Cosmic Forge* - let you recruit members from various races (human, elf, halfling, dwarf, etc.) and professions (fighter, ranger, mage, cleric, etc.) in order to balance a party with the necessary skills for the expedition. Depending on how well you build that initial party, you can fight, heal, cast spells, pick locks, read runes - all the stuff you need to deal with on your typical day in the dungeons.

The best of these games also allow you to transfer your party more or less intact into a sequel, retaining your skills, experience, and most of your weapons and spells. This provides real emotional involvement as you pilot your original characters through an all-new (albeit very similar) story.

When TSN announced their plans to launch a true multi-player FRP, I wondered how they were going to bring these features to such a large, ambitious landscape. After many hours of touring the hostile corridors of *Yserbius*, I'm convinced they did it.

Getting Started in Yserbius

The first thing you do when you enter *MedievalLand* (the TSN "neighborhood") is select a character. TSN provides a number of stock characters for the novice, but true hack-and-slashers will want to create their own, using the ingenious facemaker variation.

The first screen allows you to select name, race, guild, sex, and alignment for your character. Up to six characters can be stored in your account, but only one can be played at a time.

Name is the easy part. Most players lean toward the fantastic (Lord Foul, Myстера, Blade, Shadow), but there's no reason you can't venture out with a name like Melvin, or Lloyd, or Shirley. A second line allows you to give yourself a descriptive title (The Brave, The Berserk, etc.). I settled on Flatiron the Rocky and continued the character creation process.

Selecting your race is your first significant decision. You can choose to play as a human, elf, orc, dwarf, troll, gnome, halfling, or gremlin. Each has strengths and weaknesses. Halflings make great thieves but lousy fighters. Elves are great with magic but less robust than orcs or dwarfs in battle. The best thing to do is make up a roster of different races and see which ones fit your personal playing style.



You never know when you'll encounter a real person in the dungeons.

Which guild you choose to join will determine which weapons and - to a certain extent - which spells you can utilize. You can become a barbarian, knight, ranger, cleric, or wizard. I picked barbarian because the guild's brute force approach to combat suited my combat style.

Your choice of alignment - the mystic forces which guide your character - is limited to harmony and chaos. I took chaos.

Creating your appearance is one of the more fun aspects of the process. It's also one of the most important, since you're creating the image others will see when they click on your name. You can choose from a variety of basic faces, ranging from the benevolent to the truly hideous. Noses available are mainly of the snout variety. Clothing includes elven forest garb, wizards robes, and heavy armor. There are also options for head cover, eye color, and facial hair (or veils for women). I settled for a red-haired, bearded Viking type, complete with body armor and a horned battle helmet.

Okay, so now we see *Yserbius* offers the character creation options of the best FRPs. Forming a party, however, is a bit more



Zombies and Ghouls are already dead, so some strategy is in order during combat. Look for spells that turn the undead.



Reptilian Raptors understand nothing but brute force. Don't be gentle with 'em.



Skeletal Thieves look fearsome, but you can usually take them on with conventional weapons and spells.



Leeches will suck your life away if you don't move quickly.



Ogres come in the copper, silver, and gold variety. Like most enemies, they get meaner the deeper you go.

involved (and realistic). With your character created, you're ready to enter the tiny town that rests at the base of an ancient volcano and serves as the meeting place for adventurers from all over the country.

Where All the Adventurers Meet

When you enter the town, you have the option of visiting the Guild Hall, stopping by the Tavern, or proceeding directly into the dungeons that wind through the bowels of an imposing volcano. I suggest you check out the town before you throw yourself into battle.

The Guild Hall is a place where warriors can buy and sell weapons, potions, and other items of interest. It is here that your experience points are added up and your skill levels increased. It's a good idea to visit the Guild Hall every time you finish an expedition into the volcano.

The Tavern is the town's meeting place. Stop in here to meet other adventurers and peruse the various bulletin boards (which include heroic tales, warnings, challenges, and offers of assistance). In the Tavern, you'll see the names of all the players that are currently on-line. Those slugging it out in the volcano are shaded gray. Those in the Tavern or Guild Hall are unshaded. You can talk to an individual by clicking on his or her name. You can also send out a message to all players in the Tavern. Each time you click on a player, you'll see his or her likeness, race, guild, and experience level. This is a good place to recruit party members.

You can go solo or in a group. If you go it alone, the rewards are greater, but so is the risk of winding up as some monster's dinner du jour. Group adventuring provides extra fighting power and gives you the benefit of the party's combined experience and skills, but it also requires you to share the booty at the end of the battle.

Actual party formation takes place in the dungeons, usually at the entrance. Other players can be seen as shadowy silhouettes. Simply move to the same space as the other player and click on "party". If the player is willing to have others join him or her, you will become part of the party. From then on, the leader takes you through the dungeon. The party as a whole participates in combat and puzzle-solving.

Keeping Your Hero Alive

Use your "save" feature frequently throughout the game to ensure the accumulation of experience points and gold. *Yserbius* automatically saves your character at the end of each visit, so you return with your skills, inventory, and experience intact. Your character grows with each new mission, just like in the best stand-alone FRPs. Your new on-line party members also advance whenever they play, so the wizard you quested with on Monday may have jumped a few levels and explored some all-new corridors while you

were gone. *Yserbius* is like a real world, where everything is always changing around you.

You gain experience points through combat. As your experience level increases, you get tougher, smarter, and more capable of surviving the rigors of the dungeon. You'll also have the options of distributing points among special skills and determining the power of your spells.

Naturally, the more experienced you are, the more attractive you are as a party member. Many of the more accomplished *Yserbius* adventurers will be willing to let you join them, but don't be surprised if a level 15 player is reluctant to take up with a level 3 quester.

Prepare for Combat

Combat utilizes a realistic "turn system" based on your character's initiative, dexterity, and agility. A sophisticated battle intelligence weighs the swiftness and power of each attack. Players and their adversaries fare better or worse, depending on abilities. As you advance in experience, you'll notice your prowess (and that of the people you adventure with) growing and developing.

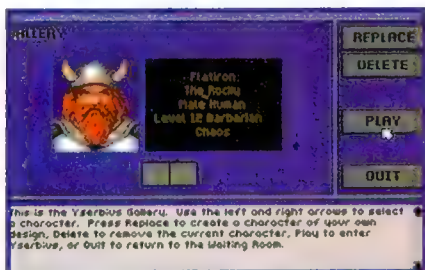
During combat, you can alternate between conventional weapons and magic. You can shift position during these encounters, so weaker party members can move to the rear ranks when things get dicey.

Party leaders (or people playing individually) can always choose to stand and fight or flee. Fleeing sometimes works, but occasionally the monsters don't go away. You'll have to take them on to pass through many of the hallways in this world.

I found it useful to cast a Shield spell on my character at the very beginning of each confrontation. Monsters can still sneak in a few blows (especially using magic), but the spell helped protect me through all but the most violent combat on the upper levels. When I got down to the Prison levels, no amount of conjuring could protect me from the banshees and zombies that inhabit those deserted cells. This is where a party comes in handy, allowing you to multiply your attacks and defences.

I also found that monsters in many parts of the dungeon regenerate themselves. Finding spots like this can help you gain experience quickly, by letting you repeatedly battle creatures like minotaurs, who pay out a high experience point bounty when defeated.

Winning a battle has its rewards. You gain the experience points you need to advance your character to higher levels, giving you more muscle, skills, and spells. You also get gold, which you'll need to buy the many items you'll need to keep questing. Best, though, is the booty sometimes dropped by the parties you defeat in battle. A lot of this stuff is unavailable in the Guild Hall and can only be won through battle.



The Shadow of Yserbius lets you choose your name, race, sex, guild, alignment, and appearance. Your character is stored in your account and your experience and inventory are saved from visit to visit.

After each encounter, it's critical that you replenish your character's health and magic powers. Health can be restored by using a Heal spell or by quaffing the health potions sold in the Guild Hall and found in various parts of the dungeons. Magic powers are restored by using a Mana potion which replenishes your ability to cast spells.

A Hasty Retreat

There are three ways out of the dungeons. You can walk out (rare), you can get killed (frequent), or you can use your Teleport pass or Teleport spell. Considering all options, I tend to vote for the third.

A Teleport pass can be purchased at the Guild Hall and I suggest you buy one everytime you stop in (unless your guild allows you to cast Teleport spells). The pass allows you to whisk yourself back to the safety and security of the Guild Hall, no matter how many levels deep you are into the game. Once you've outfitted yourself and cashed in your experience points, you can re-enter the volcano through the LOWER portal. This will return you to spot you teleported from.

If you are killed in combat, you will be automatically returned to the Guild Hall and restored to full health. You'll have to start from the entrance, however, since the lower portal will not work on those who've fallen in battle.

Exploring the Volcano

When you first enter the dungeon, you'll see a point-of-view window on the left, giving you a first person perspective as you move through the hallways. Monsters, other players, and various characters you'll encounter will appear in this window.

On the right side of the screen you'll see an icon representing your character which allows you to place weapons, armor, and other objects in your hands on on your body. If you've just purchased a new weapon in town, make sure to move it to your hand before you go any further.

Below your body icon, you'll see a chest and a pouch, each of which can be accessed to show your inventory. The number of items you can carry is limited, so think carefully about what you buy or pick up.

Below these is a map icon, which activates the process by which you

navigate the dungeons. A map of the level you're exploring comes up, along with a group of directional arrows that move and turn your character.

One of my favorite features is the auto-mapping function. When you enter a new area, it appears a sea of solid brown, with a white arrow representing you. As you move through the level, the map records your travels, showing which hallways and doors you've searched through. Each time you return to that area, the map of your previous travels returns, showing you where you've been and where you have left to go.

But Beware...

This game is NOT for the faint-hearted. It's very tough to quit once you start prowling these halls. Last week, I started exploring with three stout-hearted adventurers at 9 p.m. At 11:30, we started talking about quitting. Funny, but at 3 a.m. we were still trying to navigate a lava maze to get a special key.

I now adventure with five or six different groups. Each of us have distinctive skills and individual knowledge of secret doors, teleports, and special quest items that are needed to advance to new places in the volcano.

And, now that I'm a way-buffed battle master, I enjoy meeting new adventurer's who are just getting started in these dungeons. I like to show them the game's perils and rewards (not to mention my legendary prowess).

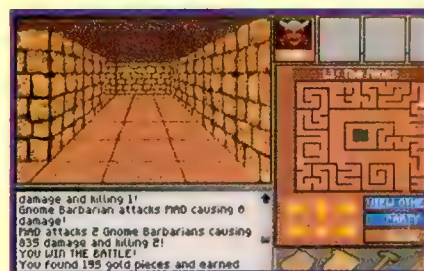
And you can try it FREE!

If you have a modem, by all means, take a free tour of *The Shadow of Yserbius* (see inset below). Thanks to TeleNet, the phone call is a local number from most areas, so there are no long distance phone bills. Ask if someone will lead you around or try to join a party once you're in the dungeons.

COMING NEXT ISSUE: The Adventurers Strategy Guide to *The Shadow of Yserbius*. Get the tips from level 30+ players on how to survive and rise in the hallowed ranks of *Yserbius*. Learn how to pack for the quest, develop battle strategies, rack up treasure and experience, discover secret passages and teleports, locate mystic quest items, and much, much more. It's all coming in the Spring issue of *InterAction*.

**Try Yserbius FREE, call
1-800-Sierra-1**

If you have a modem and a 286-16 or faster, call for your FREE trial membership kit and three FREE hours of on-line time to explore *The Shadow of Yserbius*. If you like it, you can stay on for just \$16.95 a month for up to 30 hours of play. At less than \$7¢ an hour, *The Shadow of Yserbius* may be the best entertainment deal around.



A handy auto-mapping feature lets you see where you're going, where you've been, and what areas you still need to explore.



As you gain experience, you master more defensive and offensive spells.



Inventory items can be won in combat or purchased at the Guild Hall. Your inventory and experience is saved at the end of each visit.



Parties can develop strategies during combat, allowing stronger characters to protect the less robust members in the rear ranks.



The Tavern is a good place to meet other adventurers, read about heroic tales, and learn about the secrets of Yserbius.

THE SIERRA NETWORK



Explore *ImagiNation*[™] on The Sierra Network

By Vince Geraci

The Sierra Network (TSN) has embarked on a brave new adventure. They've built a totally new game world of nationwide, multi-player entertainment. It's called *ImagiNation*. There's never been a game network like it.

"I Joined, I Played, I Stayed"

I've decided for this issue of *InterAction* magazine, to talk about my own TSN experience. I've been a member of The Sierra Network for over a year now. I consider myself a pretty good game player, so the challenge of matching game strategies against other players from all over the country brought my killer instincts to life.

When I first installed my TSN Free Trial Membership Kit, I found it was fast and easy. I started having fun as soon as I went on-line. The TSN *FaceMaker*[™] is a scream. As I experimented with the *FaceMaker*, I changed my hair to a Mohawk style, put on a cool pair of shades, slipped into a nifty sport coat, and gave myself a giant nose. Now that my TSN persona was complete I was ready to go out into the network and boogie.

"Do I Know You?"

Here's the scene, I'm hanging out in the waiting room checking out the personae of the other players and all of a sudden a message comes on my screen. It was from a woman, SueM, who lived in San Jose, CA, she writes, "Haven't seen you here before. How's your night going?"

"Great," I replied. It took me a moment

to realize that these were real people from all parts of the country, sitting in their homes at their computers just like me.

I remember one of my first chess matches was with a guy in southern California. It lasted about 5 minutes. Then, I find out he's a world class chess master. OK, the laugh was on me, but as I watched him play against other champions, I picked up some priceless chess moves. I still think the best way to learn any game is to watch others play.

"Hey Dude, What's Happening in Arizona?"

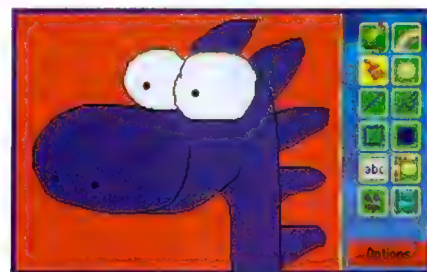
Night after night my modem was blazing as I played on TSN. While I was playing games, I was meeting more and more people. We'd play games and talk and I got to know them better. I made a lot of friends with people I thought I would have never been able to meet in person. Next thing I know, I'm going to parties and campouts with my new TSN friends (I was a bit disappointed that I couldn't make it when they all went on a cruise together).

This is outrageous, I thought. With my computer and modem, I've made friends in Arizona, New York, Montana, Florida, Texas, Colorado, Illinois, and countless other places. I know of at least 8 people who met on TSN and ended up getting married! The really special feature of getting to know people on TSN, is that you develop relationships based on people's personalities, instead of what they look like.

Everything seemed just right in the network world. Then, I heard TSN was going to release a new version. I couldn't imagine how they could improve the network.

Wow, Was I Ever Wrong!

Welcome to The Sierra Network's new land of enchantment, *ImagiNation*, and that name says it all. It's the most fantastic work of network artistry I've ever come across. And believe me, I've tried a lot of them—Prodigy, America Online, MPGN, CompuServe, GEnie, Summit, and dozens



You and your friends will have a blast putting your art talents together drawing silly pictures in the new SierraLand attraction called Graffiti.

of other independent networks. My modem is always humming. Now that I've been to TSN's *ImagiNation* let me give you a little tour through this exciting land of multi-player network games.

The Clubhouse

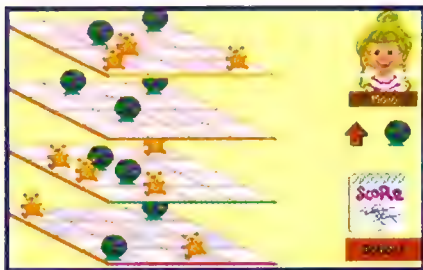
The *Clubhouse* is where people from all over the country can enter specialty club rooms like the *Single's Club*, the *Teen Scene*, the *Card Yard*, the *Bridge Club*, the



The new *ImagiNation* is like a town with a map of services and attractions.

Welcome to *ImagiNation*

1. Phone Booth
2. The Clubhouse
3. The Schoolhouse
4. SierraLand
5. MedievaLand
6. Airport
7. Town Hall
8. LarryLand
9. Post Office
10. Mall
11. Help



Sneak-A-Tac is a brain-busting 3-dimensional game of Tic Tac Toe.

Tree House, the Board Room and others. There are games and services like *Chess*, and *Backgammon* (with Save and Restore), *Checkers*, *Cribbage*, *Bridge* (with Claim and Alert), *Hearts*, *Go*, and *Flip-Flop*. There are also on-line services like E-Mail, Bulletin Boards, Sierra Game Hint Board, Help, and more.

SierraLand

SierraLand is like an amusement park of multi-player games. When you enter, you get to make a whole new persona on a new *FaceMaker*. It's a riot. The facemaking features are totally different. You get to be a kid again but this time you can look as cool or as nerdy as you want.

My favorite game in *SierraLand* is *Red Baron*. I love flight simulators, but until TSN, I could never dogfight a friend who lived 1500 miles away. And, there's a guy in Palm Springs, CA I've been trying to beat at *Miniature Golf* for 3 months now.



You can pick Boogers, you can pick your TSN friends, but you can't pick your TSN friend's Boogers.

Let's look at all the other games in *SierraLand*:

1. *Graffiti* - lets you paint a picture with a fellow artist.
2. *Rocket Quiz* - a math game challenge you play with friends.
3. *Sneak-A-Tac* - takes *Tic-Tac-Toe* into 3-D strategy.
4. *Boogers* - is a fun game to pick, just don't blow it.
5. *PaintBall* - players shoot paint balls at each other while they are trying to capture the opposing team's flag.
6. *Chat Rooms* - are like sitting on a friend's porch, chatting.

MedievalLand

As we go down the winding path we see a giant volcano, a tavern and a guild hall. That must mean we are about to enter

MedievalLand: The Shadow of Yserbius. It's a fantasy role-playing type game but it reaches far out beyond fantasy. It features an entirely new *FaceMaker*. Now you can be a male or female warrior, wizard, troll, or even a gnome! Joining fellow questers from all parts of the country makes *The Shadow of Yserbius* exciting, unpredictable, and challenging. Each time you play, no matter what team you join, you retain and build on your inventory, experience and game level status. To find out more about this fascinating game, turn to page 61.



After a hard day of battle in *MedievalLand*, what could be better than a good party? Here we are at *LarryLand*. Imagine what you'd look like in *LarryLand*. Well, now you can make your own Larry-type persona with a new *FaceMaker* designed just for *LarryLand*. This is an adults only amusement park with an optional private password to restrict children from entering. Once inside, you'll find a rollicking array of good time fun.

Lefty's Bar is a fun gathering place where you can play *Liar's Poker*, joke around with friends, share your best pick up lines, and even give that special someone a rose or a kiss.

Black Jack is the classic card game of '21'. You can play alone against the house (TSN), or you can join a group of friends and increase the odds of making your fortune.

Poker makes multi-player gaming a real test of luck and skill.

Roulette has some of the best odds (you can switch to an 'odds board' at any time). This game could take you and your friends to the cleaners or you might all come out as high rollers.

The Slot Machines are a bit different than the ones you see in Las Vegas. For



With the new LarryLand Facemaker you can create an image for yourself and then go out and party on The Strip.

example: to win on a *Super Sex Larry Slot* you have to match things like men in bathing suits, women's lips, cans of beer, etc. There are other less provocative machines. And, they can all be played alone or with your friends so you can chat, win money, and have some laughs.

Post Office

Up the road from *LarryLand* is the *Post Office*. Anytime you meet someone on TSN you'd like to keep in touch with, you can exchange mailbox numbers. Every member has a private on-line address book that's easy to update by clicking on a person's name. Using the E-Mail system allows you to leave notes for friends when one or the other of you are not on the network.


The Phone Booth

The *Phone Booth* lets you locate your friends no matter where they are on the network.

The Schoolhouse

Next on the right is the *Schoolhouse*. It will provide fun educational games and serve as an on-line learning center for students. The *Schoolhouse* won't be open for awhile but when it is, I hope kids don't cut class to get on TSN.

Explore Your ImagiNation Risk Free

If you have a computer and a modem, don't waste any time signing up for your TSN membership. The phone number is 1-800-Sierra-1. I wish I could be there with you when you first sign on...who knows, maybe I will. See you on-line. 

WHAT IS TSN ANYWAY?

If you have a modem and an IBM compatible computer (286-16MHz or faster) but haven't heard of The Sierra Network, read on.

TSN is an on-line, multi-player game network with high-end graphics and the kind of quality gameplay you'd expect from Sierra. TSN lets people from all over the country get together to play games, chat, pick up strategies, and make new friends. The basic service allows you to play real-time games with others all over America. Basic service is only \$12.95 a month!

For more information and a FREE trial membership kit, call:

1-800-SIERRA-1

WWII:1946

How Dynamix Rewrote the Second World War



by Bob Lindstrom

History has always tread a delicate path. Occasionally, a minor event nudges nations and even the world off course and into an unpredictable calamity. History is rife with moments in which a few subtle actions handled differently might have changed the fate of millions.

In *WWII:1946* — the first expansion disk for *Aces of the Pacific* — Dynamix revisits and rewrites just such a moment in history. With the addition of the *WWII:1946* disk, *Aces of the Pacific* pilots can simulate what might have happened if World War II had not ended in 1945.

The Dynamix sim team took the calamity approach. After considering what could have happened, the team developed what they believe is an entirely plausible scenario:

First, the Russians stay out of the fight, deciding instead to watch their new rivals in America sacrifice their resources against Japanese defenses.

Second, the bomb project fails to produce anything. In fact, the scientists working on the project begin having serious moral qualms about their work. The net result is that Truman has no super-weapon to rely on if the invasion of Japan does not go well.

Finally, the reactionaries and militarists regain control of the Japanese government. They resolve to wage war to the last breath, hoping that America will tire of the war and settle for a negotiated peace.

Together, these three things could have produced a human disaster of epic proportions. Without any real choice, the United States would have invaded Japan at a terrible cost. Nearly 300,000 GIs might have been killed, along with nearly 800,000 wounded and missing. These numbers are staggering considering that during all four years of the war, the U.S. suffered about 300,000 dead. Japanese casualties might

have been five times as great. Even the most perceptive historian could not begin to calculate what such losses would have done to American society.

At the heart of this 1946 recreation are the aircraft, still in prototype form in August 1945, that both sides would have deployed had the war been extended. Damon Slye and his team examined the varied, sometimes bizarre planes just coming off the drawing boards in 1945 and chose seven to include in *WWII:1946*. These planes, according to research, accurately represent the essence of the last generation of piston aircraft.

Slye decided to incorporate some early jets, too; thus, *WWII:1946* is truly a crossroads of aviation history. It is the end of the piston-engine fighter era and the dawn of the jet age. The seven aircraft the team chose to recreate are the Shinden, Ki-83, Kikka, F7F Tigercat, Goodyear F2G-2 Corsair, F8F Bearcat, and the P-80 Shooting Star. The Kikka and the P-80 are the two jets most likely to be encountered over the skies of 1946 Japan. The rest are state of the art, high performance fighters.

To bring this scenario to life, the team brainstormed for several weeks to determine how they thought the course of the war after August 1945 would have proceeded. After all, with the new aircraft being added, it would be a grave injustice not to create a realistic and dramatic series of campaigns to fly them in. With a few ideas in mind, the Dynamix historians immersed themselves in the authentic American invasion plans.

Through official histories of the Marine Corps and the Army, the team learned

exactly where and when the invasions were to take place, and what units were to participate. From a basis of historical fact, they then perused speculative novels based on the planned invasion of Japan. Notable was Alfred Coppel's, *The Burning Mountain* (which, incidentally, is a great yarn).

From this material, they extrapolated what might have happened once the troops hit the Japanese beaches. It would have been a hard fight for the U.S., but the Japanese ultimately were doomed. The Japanese do have their share of small victories, however.

Finally, the team arrived at their concept of what could have happened had the war continued, the concept that guides all of the mission design work in *WWII:1946*.

The "What if" scenario

Historically, in the spring of 1945, the American military leadership began planning for an invasion of Japan. The plan was first to conquer the southern half of Kyushu and establish air bases within range of Honshu and Hokkaido. Operation Olympic, as it was called, was scheduled for November 1, 1945.

The second and, it was hoped, decisive invasion would take place the next spring to the north and south of Tokyo. Codenamed Coronet, this amphibious assault was aimed at securing the Kanto Plain and capturing Tokyo. With the capital in American hands, the planners felt, the Japanese would be forced to concede defeat. Casualty estimates varied wildly, but some military planners at the time envisioned losses of nearly a million American lives and over five million Japanese lives.

Joseph Stalin, with the Soviet Union in ruins after four years of desperate fighting in Europe, decides that it is not in his country's best interests to enter the war against Japan. Thus, he breaks the last of his Yalta promises laying more foundation for the impending Cold War with America.

Meanwhile in New Mexico, progress on the atomic bomb has slowed to a crawl. Unexpected difficulties have arisen and the scientists are having moral problems with their work. Truman, who only recently learned about the project, is not impressed with the latest developments. Thus, he turns to MacArthur and Nimitz, giving them the green light for Operation Olympic.

In Japan, a peace faction in the government wants to end the war. Fear of reprisal by a fanatical



Army leadership, however, causes them to be extremely discreet in their peace efforts. Prime Minister Suzuki, publically in support of the war effort, privately did everything he could to make peace. Historically, Suzuki outmaneuvered the fanatics and helped end the war. In this scenario, based on research of the Japanese cabinet, Suzuki loses his peace gambit. Thus, in the summer of 1945, a reactionary coup succeeds in toppling the Suzuki government.

To appease the Navy, the Japanese Army installs the fanatical Admiral Onishi, the creator of the Kamikaze Corps, as Prime Minister. Historically, Onishi once declared to the Emperor that the war could still be won if the Japanese would sacrifice 25 million lives. Suddenly in power, Onishi sets about preparing for such a bloodbath.

With the Pacific War dragging into the Fall of 1945, both sides begin to deploy new weapon systems. The Japanese manage to produce a small number of jet fighters called the Kikka, superior to anything in the air at that point. In the hands of Japan's last few aces, the plane more than proves its worth.

On the American side, the F8F Bearcat enters service with the Navy, and quickly replaces its ancestor, the F6F Hellcat. Fast, sleek and incredibly maneuverable, the Bearcat proves to be an effective counter to the massive Kamikaze strikes the carrier task forces endured. Joining the Bearcat is the F7F Tigercat. A quick, nimble twin-engine carrier-based fighter, the Tigercat soon stands out as the best ground attack and night fighter the service has ever deployed. With the latest version of the Corsair, the F2G, these three fighters formed the backbone of the air power against Japan.

The Air Force, after having serious setbacks with their fledgling jet project, finally pushes the P-80 into serial production. The Shooting Star, as it is known, reaches the front in time for the invasion of Kyushu. Unfortunately, not all the bugs had been ironed out, and the operational losses suffered by the first P-80 squadrons are enormous. By December 1945, most of these problems are fixed by the introduction of a newer version of the jet fighter.

Armed with these new aerial weapons, both sides grapple for the skies above Kyushu and Honshu. Japan, with its industries in ruins, cannot hope to replace their losses, while new American units arrive every day. As Japan's air power wanes, America's reaches its zenith.

The invasion of Kyushu takes place in November, 1945 and instantly runs into serious problems. The Marine units landing on Kyushu's western side are blown off their beachhead by massive counterattacks. For the first and only time

in the war, an American amphibious invasion is thrown back into the sea. Fortunately, the Army landings on the east side go much more smoothly, though the fighting soon bogs down in the inland mud. Fierce rains prevent an armored breakthrough, and the Americans are forced to slog forward inch by inch against fanatical resistance. In early 1946, the Army units, spearheaded by the 41st Infantry Division, punch through the last Japanese defense line and roll west. A few weeks later the last resistance is broken, and southern Kyushu finally falls into American hands.

Although originally scheduled for March 1, the invasion of Honshu is delayed by weather and logistical problems until the 20th. On that day, tens of thousands of GIs and Marines storm ashore on either side of Tokyo Bay. The Japanese defend to the last man. Often, whole U.S. units are overrun by poorly armed civilian irregulars, whose charging masses simply overwhelm the GI firepower. Still, progress is made. Throughout the summer and fall, the two American beachheads expand towards Tokyo. In December, they meet to the west of the Japanese capital and the fighting begins to slacken. In early January, 1947, the war finally comes to an end, but only after most of Tokyo falls into American hands. With losses approaching a million killed, wounded and missing, the United States emerges victorious at last.

The length of the war, plus the hideous casualties the GIs and Marines suffer taking Japan has a profound effect on American politics. Harry Truman, blamed for the losses and the "mismanagement of the war effort" is sent packing in the 1948 election. He fails even to gain his party's nomination at the convention. Governor Dewey is elected in his place.

The Rewards of Revisionism

Rewriting history is always a dicey thing. No one can say with certainty what would have happened if an event did or did not occur. Dynamix however, found it can be a rewarding activity and can often add insight into the real implications of authentic historical situations.

With WWII:1946, the Dynamix Sim Team played "what if" with the end of the Pacific War. They created a hypothetical air combat environment in the throes of radical change. And they enacted a fictional yet plausible war in the air that would have been a transitional one with jet aircraft just starting to eclipse the faithful piston engine fighters.

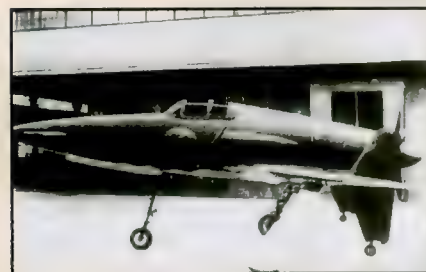
So, strap a P-80 on your back, streak over Honshu battling Kikkas and Shindens, and find out first hand what would have happened "if."



Grumman F7F Tigercat



Nakajima Kikka



Kyushu J7W Shinden



Lockheed P-80 Shooting Star

RED BARON MISSION BUILDER



You can play your existing VCR tapes from Red Baron or make all new recordings with all new missions and planes.



Choose your flying role, what aircraft and what kind of ammunition you'll carry.



Now you can customize the weather, your flight plan, and your target location.

Dynamix's award-winning flight simulator, *Red Baron*, brought you an historically accurate and detailed recreation of WWI aerial combat. Now, the *Red Baron Mission Builder* expansion disk brings you even more thrilling action with new planes, new aces, and a host of enhancements that make the game more flexible and fun to play.

Red Baron Mission Builder puts five hot, new planes in your hanger: the nimble Nieuport 11, the incredibly maneuverable Siemens-Schuckert D.III, the quirky Nieuport 28, the controversial Fokker D.VIII "Flying Razor," and the sturdy Halberstadt D.II.

In addition to mastering these new aircraft, *Red Baron Mission Builder* lets you test your skill against a five-pack of new WWI aces: Captain D.M. Maclaren, William George Barker, Karl Degelow, Roderic Stanley Dalls and R. von Schleich. They're all deadly opponents, eager to clip your wings for good.

Brew your own

The heart of this upgrade, however, is a Mission Builder feature that lets you create custom missions using a simple, point-and-click interface. In addition to selecting your aircraft and hand-picking your opponents, you can set such combat conditions as altitude, weather, time of day, amount of cloud cover, and area of the front to fly over. With the Mission Builder, the choices are yours. You can design difficult missions that test your weaknesses and train you to be a better pilot or missions that play to your strengths and satisfy your bloodlust.

Mission Types

Once you've set the stage by adjusting the mission settings, the Mission Builder lets you allocate the planes, balloons, and Zeppelins for the action. You then select the flight path, formation, and mission for each air group. An air group's actions and "mission accomplished" conditions depend on which mission you've assigned it: dogfight, escort, intercept, destroy, bombing, patrol, or traverse.

Other bells & whistles

Over two-dozen additional refinements are included in *Red Baron Mission*

Builder to make *Red Baron* even more flexible and fun to play.

Restart Mission: If you are dissatisfied with the results of a mission, you can now choose to restart the mission. Restarting a mission removes the previous results and immediately places you at the beginning of the mission simulation (the ultimate parachute).

Throttle Adjustment: You can now adjust the throttle from either the keyboard or the keypad with the plus (+) or minus (-) keys. The plus key increases the throttle setting, the minus key reduces it.

VCR Tapes: You can play original *Red Baron* tapes with the *Red Baron Mission Builder*. While original tapes have a .VCR extension, new tapes have a .TAP extension.

Memory Meter: *Red Baron Mission Builder* will now give you an estimate of how much memory is being used in a custom mission. The meter warns you by turning red when you may have memory problems. If you have additional far memory, you might still be able to run the mission. When too much near memory is used, however, the meter alerts you with a "Too Much!" warning message. When this barrier is broken, the mission won't run, regardless of the additional memory your computer has.

Delete a Pilot: You can now delete a pilot from your career roster.

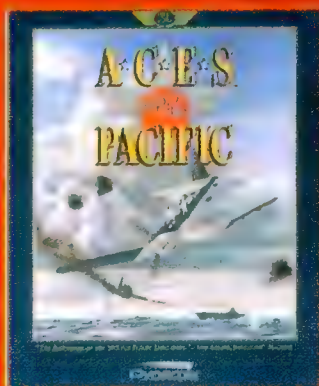
Dual Joystick and Rudder Support: *Red Baron Mission Builder* supports either rudder pedals or a second joystick to disable these features.

Map grid: With this particularly helpful mission-building tool, you can superimpose a grid over the mission map to help determine target coordinates and review air group paths.

With *Red Baron Mission Builder*, you can now experience the exciting infancy of air combat at even greater levels of detail and realism. It's the perfect way to make this thrilling period of military aviation history come alive.



Aces of the Pacific Version 1.2 Has Arrived!



Dynamix has recently made available Version 1.2 of *Aces of the Pacific*. This enhancement includes refinements to aircraft performance, graphics, sound, radio messages, scoring, weapons performance, and several other features. Owners of earlier editions of *Aces of the Pacific* can update their current version by phone, fax or mail. The file(s) available on the BBS are ACEPATCH.EXE to update version 1.0 and ACEPTCH2.EXE to update version 1.1. Both files will update your current version to version 1.2. If you wish to contact us by fax or mail to receive your update, please be sure to include your name, address, telephone number, and the size of disk you require (5.25" or 3.5").

BBS: (209) 683-4463

To update Version 1.0: ACEPATCH.EXE

To update Version 1.1: ACEPTCH2.EXE

Telephone: (209) 683-4463

FAX: (209) 683-3633

Sierra On-Line

Dept. 10

P.O. Box 485

Coarsegold, CA 93614-0485

Attn: Aces of the Pacific

Enhanced Features

- The Mission Recorder will now play back tapes from missions exactly the same way each time.
- In combat, the ground detail toggle now has a more dramatic effect and works in all cases.

Flight Model, Aircraft Performance

- Frame rate has been improved.
- The LSO is more useful. His signals now make carrier landings easier.
- Twin-engine planes now yaw when one of the engines is damaged.

- The rudder remains in the neutral position more easily. It must be moved farther to have effect.
- The spooling rate for aircraft engine RPM's has been increased.
- Performance degradation from damage has been increased.

Graphics

- Lower detail settings now remove more graphic detail and will increase the frame rate more dramatically.
- Explosion bitmaps are now displayed for all bomb hits, even if the target has already been destroyed.
- No missions begin at night. You will still fly some missions at dusk, which could take you into a night mission.

Sounds

- Sound effects have been added for the following events:
 - Mid-air collisions
 - Flaps up or down
 - Dive brakes up or down
 - Torpedo entry into water
 - Plane crash into water

In-flight Messages

- The player now has the ability to send individual 'Strike the...' messages to the player's wingman and Other Section.

AI, Combat IQ, Behavior of Computer-controlled Pilots

- Enemies cannot see in clouds.
- Fighters attack bombers more intelligently.
- Rear Gunner accuracy is decreased. Also, rear gunners fire in short bursts instead of continuous streams.
- Aces are more aggressive and deadly.
- The members of your flight now proceed on more efficient attack routes, and they respond to your attack orders more quickly.
- Japanese pilots can execute more evasive maneuvers.

Joystick, Mouse, Keyboard, Calibration

- The Thrustmaster "hat" can now be calibrated.
- The mouse is active as a flight control device if it is selected as the flight control device on the Preferences Panel.


Scoring, Mission, Results

- Wingmen now get credited for strikes in ground attack missions.
- The player now receives credit from targets destroyed with any size bomb or with rockets.
- Patrol boats are more difficult to destroy.

Weapons, AA, Flak, Machine Guns, Bombs, Rockets, Torpedoes

- AA flak and ground fire from machine guns are more accurate, frequent, and more deadly than before.
- The ammo counter for 20mm cannons will decrease by two instead of three. The counter for 37mm cannons will decrease by one.
- It's now easier to get a torpedo to take on entry into the water.
- Torpedoes were traveling through the water too quickly. They have been slowed down.
- Rockets are now released in salvos of two per press of the R key.

Other Enhancements

- Previously, the tape was saved to the hard drive once every 40 seconds. Now, it uses expanded memory and writes to the hard drive only once every 10 minutes. (Note: This has added 32K to the EMS memory requirements.)
- Enemy planes are first seen at greater distances than before.
- Scramble Missions are easier. The flight plan now notifies the player from which direction the enemy bombers will be approaching. The enemy bombers also start farther away.
- As a US Navy pilot, the player will have to contend with Kamikaze attacks.
- Autopilot now places the player a distance from the target to give him time to make his bombing run. Problems with the formations of the player's flight when coming out of autopilot have been improved.
- Enemy fighters will now sometimes intercept the player. The player will also sometimes be escorted by friendly fighters.
- The player will have sufficient range to complete all missions assigned.
- The player will blackout from excessive negative G's in additions to excessive positive G's.
- Parachuting pilots fall more slowly.
- The player has the chance of being wounded when he bails out. Additionally, he can't bail out when undergoing excessive positive G's.
- Custom destination selection is available from the Flight Map as described in the manual, with the exception of receiving information on the group selected by the cursor.
- Bombs drop slower.
- The player has a greater likelihood of inflicting or receiving a critical hit. 

CUSTOMER SERVICE



'Tis The Season To Be Busy...

By Vince Geraci

It's a madhouse! Parking lots are supposed to be for cars. At Sierra On-Line, the parking lot is filled with games waiting to be shipped out to all parts of the country. It's a sight to see. Being the foremost designer of computer entertainment software, Sierra is experiencing its biggest year in game production ever.

Manufacturing games is one thing. Standing behind a product is another. Over the weekend, the supervisor in charge of game production, Cindy Romero, went to work to check up on game packaging. For 9 hours, she randomly checked through the thousands of games stacked on the dock. She meticulously opened several dozens and checked to see that each one had all the items required for each game. They all checked out perfect. This was "a first" she said. At Sierra, they know that delivering a first rate product is important, but it doesn't stop when the game goes out the door.

WELCOME TO THE FAMILY


When you buy a Sierra game, you become a member of their entire family of Customer and Technical Support services.

The holiday season is the busiest time of year at Sierra On-Line. Computer entertainment continues to grow in popularity each year, which means Sierra's Customer Service department has one tough job. As they build their new Customer Service department, Manager Liz Jacobs says, "...instead of apologies, I'd rather offer the customers real promises." She went on to explain just how revolutionary the new service systems are and how they are building a larger, well-trained support staff.

The new Customer Service phone system is designed to give you the information you want in the shortest possible time. That means your call is shorter and that Sierra can help more customers. If you've called Sierra's Customer Service you know that you often get a busy signal. Well no more. Sierra's phone system has been expanded and improved, and it's easier and faster. Now when you call Sierra's Customer Service, you're given just a few choices at first. You can listen to a list of options organized in a special way to give you the quickest answers to specific questions. Or you can talk with a live representative.

'AIN'T NOTHIN' LIKE THE REAL THING BABY'

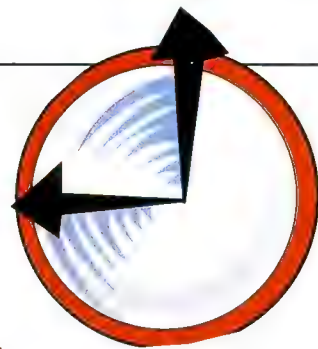
But wait, the improvements don't stop there. After doing a lengthy study on the most asked technical questions, the Technical Support team compiled a list of answers. Now you can call in, listen for a question that is like your own and receive an answer immediately. This doesn't mean there are no more live representatives, that's not Sierra's style. There will always be a friendly helpful representative to talk with you. Plus, there's another fantastic aspect of the new phone system, it routes your questions to the right person for the job.

The extensive training that Sierra's Customer Service representatives receive prepares each of them to be able to answer most questions. But as they gain experience, the individuals are encouraged to develop an intensive knowledge in one area of computer hardware or software. In this way, your call will be routed to the right person to answer your question, instantly. That means you spend less time on the phone and more time enjoying your game. 

CUSTOMER SERVICE & TECHNICAL SUPPORT EXTEND HOURS!

From December 1, 1992 to March 31, 1993

HOURS: Monday thru Friday - 7am to 7pm PST Saturday 8am to 5pm



The NEW Sierra BBS On-Line Game Support at the Speed of Fun!

By Mike Weiner

It's so exciting. Sierra's Customer Service and Technical Support have been updating and expanding at a phenomenal rate. And, they made sure the Sierra Bulletin Board Service (BBS) was included in their expansion. Let's take a look at what's new and exciting on the industry's largest technical support bulletin board service. Whether you're a long time user of the system, haven't visited for awhile, or even if you've never called before, you're sure to be impressed with the array of improvements that have been added to our electronic service center. In addition to all of the great standard features of the BBS, the system has been improved and expanded. This includes the addition of full color custom menus and a convenient

on-line help section. Now it's even easier to get the exact services you need, when you need it most.

For example: Sierra's Technical Support staff was surveyed to find out what are the most common questions asked by Sierra's customers. You'll find them and the answers on Sierra's Technical Bulletin Board section.

You'll find the latest top tech tips in a new easy to understand format. Best of all, each of these bulletins are available to you as text and as downloadable files so you can print them out and keep them with you for quick and easy reference.

If you can't find time to call a Sierra technician during regular hours, you can reach the BBS at your convenience and have all of Sierra's technical expertise any time 24 hours a day. You can even send a note to Sierra's Sysop who will be happy

to provide you with personal assistance. All of your questions and comments will get answered within 36 hours - even on weekends! Now you don't have to wait for Monday morning to get answers to a hint that's stumped you or a technical question holding up your game play.

TALK ABOUT THE INFORMATION AGE

Sierra took their library of BBS files and divided them into new categories of interest so you can find what you're looking for faster than ever before. Sierra's BBS Library literally has hundreds of files full of on-line help, information and entertainment. The file descriptions have been expanded so you'll get exactly the information you want without guessing.

You can even download flight simulation recordings of *Red Baron* and *Aces Of the Pacific* that were uploaded by Sierra customers. Or there are loads of Sierra game demos to choose from. They've recently doubled the numbers of 9600 baud modems to make your downloading faster. The Sierra BBS has a huge database of game hints. Now there's no reason to strand Prince Alexander on the Isle of Wonder in *King's Quest VI*, just dial in to the Sierra BBS and help him save Princess Cassima.

The Sierra BBS offers you a lot more than help, hints, and information. You can order games with your credit card, Sierra specialty merchandise like T-shirts, posters, and more. Plus, you can request free catalogs, brochures, and subscribe to *InterAction* magazine.

And look at this, Sierra offers special sales and discounts on their games that you won't find anywhere else but on the BBS!

THE BBS IS JUST A COMPUERVE AWAY

The Sierra BBS can be reached in 2 different ways. You can either call it directly at 209-683-4463, or you can go through CompuServe by typing "GO SIERRA" at any "!" prompt. One of the newest additions to the Sierra/CompuServe link up is that CompuServe subscribers can attend live 'chat' conferences about Sierra's games and services. Also, members can post and/or respond to messages on a variety of different topics related to Sierra's games, their company, or the software industry.

There's so much waiting for you when you connect on-line to Sierra's BBS, that the only thing you'll be wondering is why you didn't call sooner.



GOT A PROBLEM? GOT A FAX? GOT A MODEM? GET AN ANSWER!

Today's worldwide communication systems are meant to be fast and easy. And there are so many different ways people can communicate with each other. There's no longer a reason to be frustrated by busy phone lines. Sierra's Customer and Technical support can be reached in numerous ways. And Sierra will get back to you in any manner you wish.

You can reach Sierra Customer Service or Technical Support by:

* **Phone** - 800-743-7725 or 209-683-8989 (GAME HINTS ARE NOT PROVIDED BY SIERRA ON-LINE'S CUSTOMER SERVICE.)

* **Fax** - 209-683-3633

* **Modem** - Sierra Bulletin Board Service 209-683-4463

* **Electronic Media** - CompuServe 800-848-8199; Prodigy 800-822-6922; America Online 800-827-6364 are all equipped to forward your inquiries to Sierra On-Line's Customer Service.

* **Mail** -

Customer Support

P.O. Box 600
Coarsegold, CA
93614-0600

Disk/ CD Returns

P.O. Box 485
Coarsegold, CA
93614-0485
Attn: Returns

Technical Support

P.O. Box 800
Coarsegold, CA
93614-0800

Patch Disks

Department 10
P.O. Box 485
Coarsegold, CA
93614-0485

Sales

P.O. Box 978
Oakhurst, CA
93644-0978

Sierra On-Line

P.O. Box 485
Coarsegold, CA
93614-0485

* **In Person** - That's right! Often times people who take the tour at Sierra On-Line headquarters have questions about their computers or their computer games. They get personal hands-on treatment with their questions. You're welcome to stop in anytime.

At Sierra On-Line, the only thing more important than creating the world's greatest games is that the players are happy and have fun.

CARTOON CONTEST

WINNERS!

We invite you to enter our **InterAction Cartoon Contest** whenever you'd like. We pick a couple winners from our file for each issue of the magazine, and we'll probably continue to do so until we get tired of it.

If you win, we'll give you the Sierra software product of your choice - if you remember to put your name, address and telephone number on the back of your entry (please note your age if you're under eighteen). We'll also print your winning cartoon in InterAction.

Here are some rules:

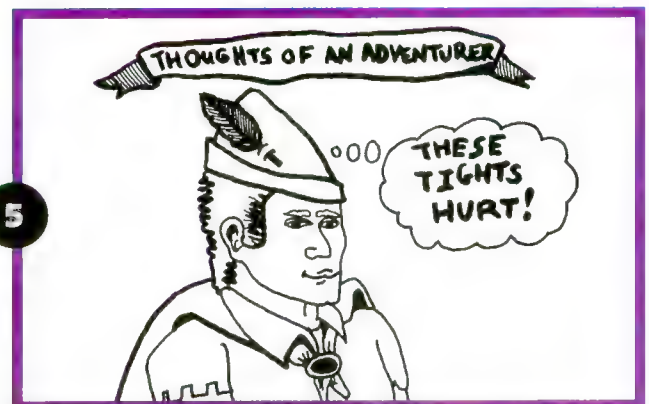
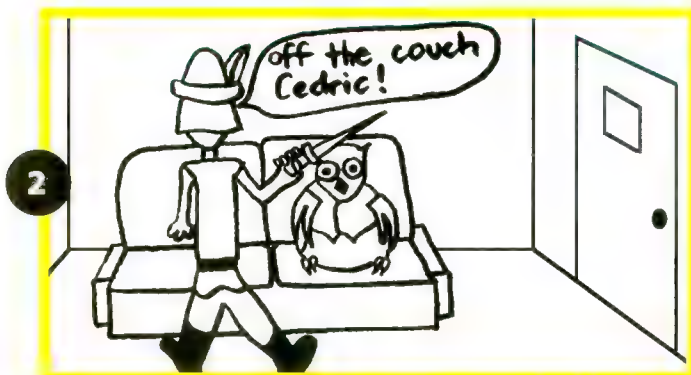
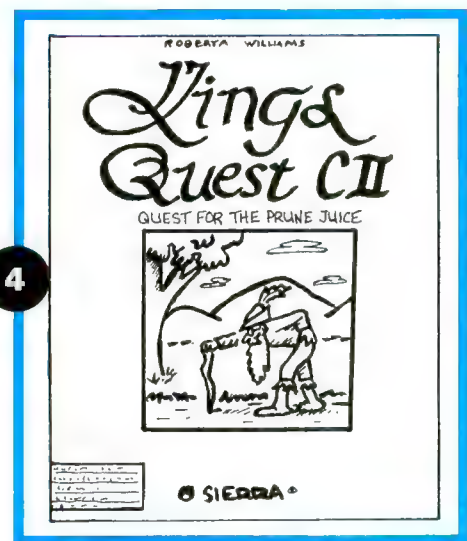
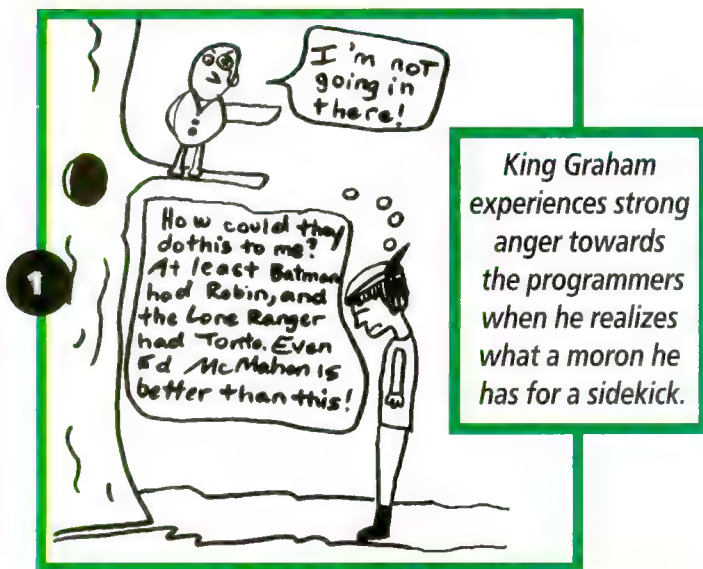
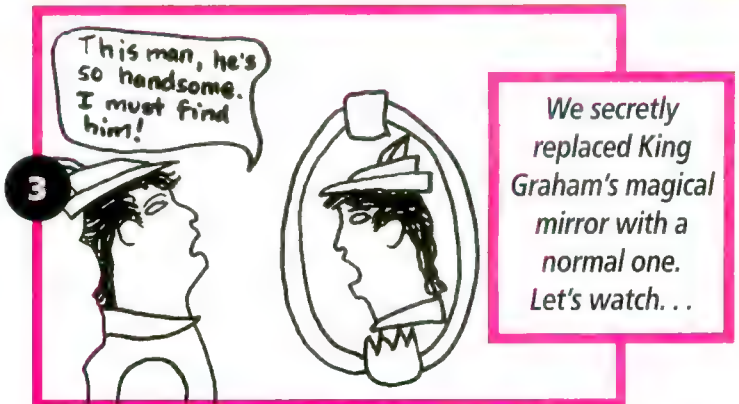
1. Draw your cartoon in black ink on unlined, white paper (8.5"x11"). You can enter as many cartoons as you would like, but we encourage you to mail them all in a single 9"x12" envelope and save a tree.
2. We recommend you avoid using dialogue bubbles in your cartoons (they are often too hard to read). We suggest you type or neatly print captions on an index card and glue the card to the back of your cartoon.
3. We pick winning cartoons on the basis of humor, originality, and clarity. Sometimes we consider artistic skill as well, but we're not promising anything. If your cartoon isn't funny, if it isn't your own idea, or if it isn't drawn neatly, don't send it.
4. Sorry, but because we receive hundreds of cartoons every month, there's no way we can acknowledge non-winning entries. All entries become the property of Sierra On-Line.
5. Mail your entries to:

Cartoon Contest, Sierra On-Line, P.O. Box 1103, Oakhurst, CA, 93644

6. **IMPORTANT!** Please don't - repeat don't - put chain letters, game orders, Quest questions, live animals, or any other correspondence in the same envelope as your cartoon entry. You should mail all that kind of stuff separately to:

Sierra On-Line, P.O. Box 485, Coarsegold, CA, 93614

1. Katie Johnson, Encino, California, age 13
2. Eric Gibson, Fairview, California, age 12
3. Jacob Kier, Cassville, Missouri, age 14
4. Hershel Guinn, Dallas, Texas
5. Kevin Manley, Brampton, Ontario, age 12



Dr. Brain's

TEASER

CONTEST



So, you've successfully tamed the tests and trials in the *Castle of Dr. Brain* and steamed through the secrets of the *Island of Dr. Brain*? This issue's contest is a chance for you to make all your smarts pay off. All you've got to do is:

1. Solve the four problems on this page.
2. Subtract the answer to question #4 from the sum of the answers of the other three questions and write the result clearly on the back of a legal-size envelope.
3. Type or legibly print your name, address, and phone number on an 8.5"x11" sheet of paper. Put the paper

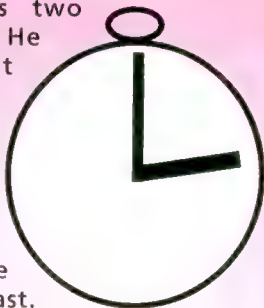
in your envelope and mail it by January 31, 1993, to: Dr. Brain Contest, Sierra On-Line, PO Box 1103, Oakhurst, CA, 93644.

If your envelope is one of the first ten randomly drawn correct entries, we'll send you the Sierra software product of your choice. Good luck!

(As usual, all entries become the property of Sierra On-Line, prizes will be awarded at the sole discretion of Sierra On-Line, and employees of Sierra On-Line and its subsidiaries are not eligible to win. This offer is void where prohibited by law.)

1.

Dr. Brain has two chronometers. He started them at the same time and found that one ran two minutes per hour too slow and the other ran one minute per hour too fast. When he looked at them again, the faster one was exactly one hour ahead of the other. How long had the timepieces been running? _____ hours



2.

Dr. Brain wants you to mix him a fresh vat of lemonade using water from a spring on the far side of the island. The recipe calls for one-hundred gallons of water. Using only the containers shown, what is the fewest number of trips you'll need to take to get exactly one-hundred gallons from the spring?

_____ trips



3.

Dr. Brain paid his former assistant \$80 for every day he worked. He also required the assistant to forfeit \$100 for every day he didn't work. After thirty days, neither Dr. Brain nor the assistant owed the other anything. How many days did the assistant work? _____ days

4.

Add the atomic number of sulfur, the number of quires in a ream, and the number of strings on a classical guitar. _____ total

THE INCREDIBLE MACHINE

Q: What do a gun, a bowling ball and a cat named Pokey have in common?

A: You must combine them and 48 other wacky objects to solve outrageous, mind-bending puzzles in Sierra's latest invention — *The Incredible Machine*.

This mercilessly addicting game is, in some ways, a takeoff on “how to build a better mousetrap.” It’s like a Rube Goldberg drawing come to life, containing about fifty tools and parts that you use to solve over 100 levels of mechanical puzzles. You’ll have to do everything from freeing Pokey the cat from a cage, to putting a ball through a chute. Some solutions are disarmingly straightforward, others are so devious you can’t help but groan aloud when you finally solve them.

The combinations are intriguing and limitless in the game’s “free-form” mode — a build-it-yourself environment in which aspiring inventors can design their own incredible machines.

You truly are “master of the universe” when you play *The Incredible Machine*. If you wonder how your machine would run in deep space, you can set your machine to zero gravity. If you’ve always wanted to live on Jupiter, you

can test your crazy contraptions with gravity that strong. Atmospheric pressure, too, is at your command ranging from no pressure to pressure as great as that found under the ocean.

Produced by Jeff Tunnell Productions, the game includes a special “smart-cursor” interface that makes manipulating machine parts as simple as clicking a button. You can customize parts for your machine by shrinking, enlarging, flipping or stretching them.

However you like to play it — whether racing with the clock for the highest score or tinkering with a high tech toolbox — *The Incredible Machine* is sure to provide countless hours of brain busting, mind mauling fun. ✖

Features include:

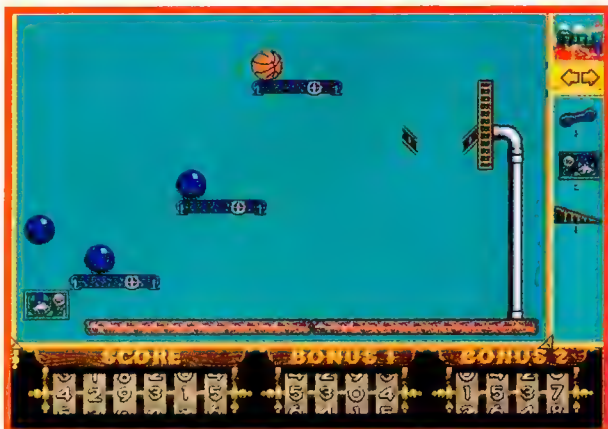
- Create machines from over 50 working parts.
- Solve 100 levels of intriguing puzzles.
- Brilliant, colorful, super high resolution VGA graphics.
- Insane musical score and zany digitized sound effects.
- Change air pressure & gravity for outrageous results.
- Make your own wacky machines in free form mode.

by Barbara Ray

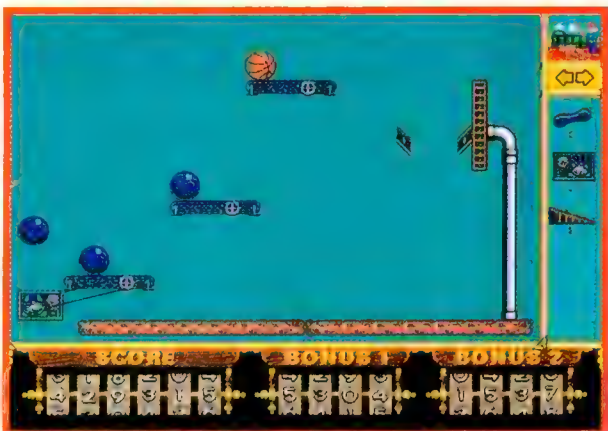
The Incredible Machine Walkthrough



1. Your goal is to make the basketball go through the hoop using parts from the tool bin on the right. This is one of the easier puzzles, so we'll walk you through it to get you started.



2. First, place a mouse motor under the falling bowling ball. When the ball strikes the cage, it will startle the mouse and make her run.



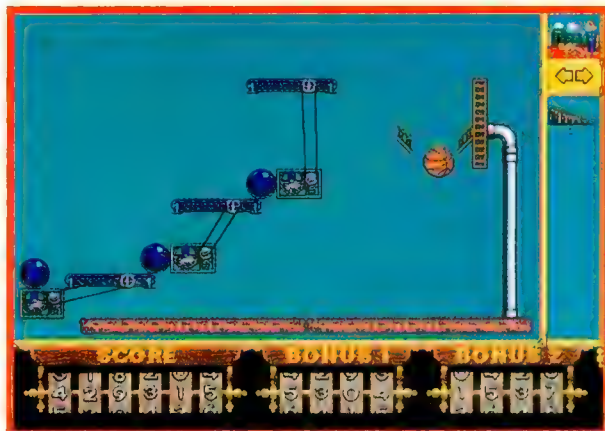
3. Next attach a belt from the mouse motor to the first conveyor belt. Now when the mouse runs in her cage it will make the conveyor turn.



4. Now use a belt to connect a second mouse motor to the second conveyor. Position this mouse motor so the second bowling ball will tap it to make the second mouse run in his cage and start the second conveyor turning.



5. Finally, use another belt to connect a third mouse motor to the third conveyor. Position this mouse motor so the last bowling ball will tap it to make the third mouse run in his cage and start the last conveyor turning.



6. Click on the run icon in the top right corner to see your handiwork in action as the mice run in their cages, the conveyors turn and the basket ball drops through the hoop!

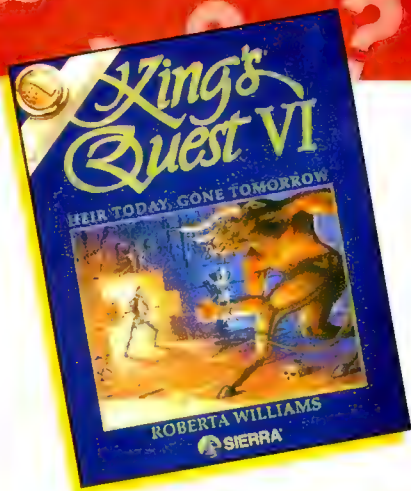
GAME HINTS



24 Hour Hint Line 900-370-5583
or in California only 900-370-5113
.75¢ 1st minute .50¢ each add'l minute

Long distance charges are included in the fee. Callers under the age of 18 must get their parent's permission before calling the hint line. **ABSOLUTELY NO HINTS WILL BE PROVIDED THROUGH OUR CUSTOMER SERVICE LINES.** At this time, the automated hint system is only available within the United States. All contents are copyrighted by Sierra On-Line and may not be reproduced in any form without express written permission.

Sierra has just released an army of new games that are truly sophisticated killer challenges. King's Quest VI, Quest for Glory III and Goblins are some of the most challenging games ever. Here are a few hints on each game but don't forget that you can get game hints from Sierra's BBS by modem at 209-683-4463, The Sierra Network (to obtain a membership, call 800-SIERRA-1), The Sierra 900 Hint Line (see above), and official Sierra On-Line Hint Books (just call 800-326-6654).



King's Quest VI: Heir Today, Gone Tomorrow

It's the most popular series in computer gaming history. Prince Alexander is back, longing for Cassima. In his quest it is possible for you to play the game through without seeing or solving everything. Many parts of the game are optional.

When you're on the Isle of the Crown, you'll need to accomplish several things before you go on.

1. If you don't know what you need in the Book Shop.

HINT: You need a number of things from the Book Shop. Talk to the Book Shop owner a few times. Look around the store until you find the Love Poem shelf. Use your HAND icon on the shelf to take a book of poems. A page will fall from the book and land on the floor. Pick up the page.

2. If you don't know what to do about the girl in the rose garden.

HINT: Beauty, the girl in the garden won't talk until you bring her a White Rose.

The Catacombs can be deadly. Stay aware.

1. If you need help fighting the Minotaur.

HINT: The Minotaur is in the room behind the tapestry. Once you find him, he's going to try to kill Alexander. Once you're standing by the blazing pit, you must quickly use the Red Scarf on the Minotaur.

When things get tough in the Realm of the Dead.

1. If the zombies keep killing you.

HINT: They aren't very fast. All you have to do is avoid them. Just don't let them get too close to you.

2. If you're having trouble with the Living Gate's riddle

HINT: The answer to the Living Gate's riddle is the same for most of life's mysteries. The answer is L-O-V-E.

3. If the Lord of the Dead keeps killing you and he's doesn't even seem willing to talk to you.

HINT: The Lord of the Dead will not talk to you until you challenge him. You can do this by using the dead knight's gauntlet on him. To make the Lord of the Dead cry, use the mirror on him. The mirror is given to you by the Beast on the Isle of the Beast.



There are treasures to be found in the Book Store. Remember: the answer is LOVE.



The Lord of the Dead is really not as evil as he looks, but he does like a tough challenge.

Quest for Glory III: Wages of War

Quest for Glory III is one of the most replayable role-playing games Sierra has ever created. Here are some tips that will help you be a Hero in Quest for Glory III.

GENERAL TIPS:

- * Frequently **SAVE GAME**. You never know what might happen next. You can always go back and change your actions.
- * Try to think the way your character might think.
- * Check your statistics. The higher the statistics, the better your character will be.
- * Talk to everyone you meet in the game, information is very important. So talk, ask questions everywhere you go.

TIPS ON CREATING A CHARACTER: Here are the recommended point allocations for starting off with a new character:

FIGHTERS

Strength	Add 15 points
Agility	Add 15 points
Vitality	Add 10 points
Skill	Add 10 points

MAGIC USERS

Agility	Add 15 points
Intelligence	Add 10 points
Vitality	Add 15 points
Magic	Add 10 points

THIEVES

Strength	Add 10 points
Agility	Add 10 points
Vitality	Add 10 points
Luck	Add 10 points
Throwing	Add 10 points

SPECIAL TIPS ON THE MOST DIFFICULT AND SUBTLE AREAS OF QUEST FOR GLORY III: WAGES OF WAR

In The Jungle - To find the jungle walk to the far east of the Simbani Village.

1. If you find a monkey trapped in a cage, free it.
2. If you feel like something is following you but it doesn't attack, try clicking **TALK** on your character and greet it.

In the Leopard Village - There's an old saying that goes, if you love someone set them free, if they don't come back, hunt them down.

1. Much of that same wisdom holds true when you meet the Leopard Woman, Johari. You need to get to the Leopardmen Village and the only way is to marry the Leopard Woman and then set her free. Once you get to the Leopardmen Village, let her do the talking and let her guide you to the proper responses.

Inside tip for *InterAction* readers: To buy the bride (the Leopard Woman).

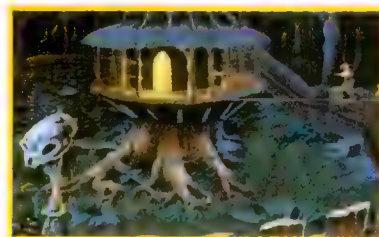
1. Hero will need to return to Tarna and get 3 things: A gift of beauty; a gift of friendship; and a gift of trust. The gift of beauty can be satisfied with jewelry, but Hero will gain more points by talking with the lonely Katta in town. She will give Hero the perfect gift. From the apothecary in town Hero gets the gift of friendship with flowers. He must search for them in the jungle. For the gift of trust, Hero must give the Leopard Woman a dagger, and then proceed to set her free. Good luck.



There are special tips for making your Magic User, Thief, or Fighter character a Hero.



Be cautious and aware when you're in the jungle, don't just go there and monkey around.



You'll find love, romance and danger when you reach the Leopardmen's village.



While Hero is in the city of Tarna, it is a good idea to talk and listen to everyone you meet.

Gobliins

Hooter, Dwayne, and BoBo



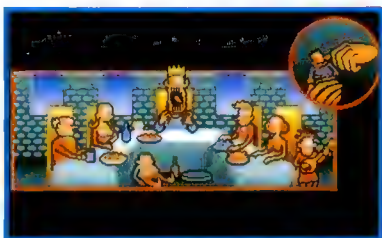
Three goblins embark on a valiant mission to save the King. They travel through enchanted lands scattered with hidden traps. Each of the goblins has a special skill, but all three of them must work together to get around the obstacles and solve the puzzles. Each new scene is a new challenging puzzle.

SPECIAL TIP FOR INTERACTION READERS:

After you finish each scene, an ACCESS CODE will appear. Write these down. *Gobliins* does not have a save game feature, but you can return to your last place in the game if you click on the SKELETON HEAD in the lower right corner of your screen. Then click on LOAD and enter an access code.

HINT FOR SCENE 6: THE GARDEN FIELD.

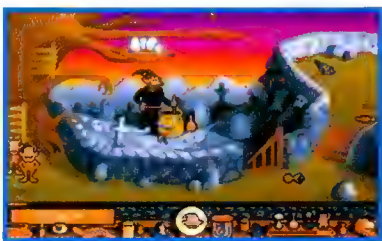
Inside Tip: Timing is very important in this scene.



Help the goblins help save the King from a cruel wizard that takes pleasure in voodoo.



As you sow, so shall you reap, and in Gobliins you'll also need split second timing.



Even the mean Wizard can't resist a beautiful woman. She's good luck for the goblins.



It's the funniest game going. Even the giant statue laughs till he cries.

HINT ON SCENE 12: THE WIZARD'S GRAVEYARD

(Note: This is a tough episode.)

Have the Magician cast a spell on the tree stump, a bird call appears. Pick it up and use it. A bird flies in and sits on the eggs.. Take the Warrior and the Magician up the tree to the branch just above the bird nest. When an egg jumps up to the above branch, have the Warrior punch the egg. Then, have the Magician cast a spell on it, it flies the Wizard over to the graveyard. Now, have the Magician cast a spell on the horn lying near the gate of the graveyard.

Bring the Technician close to the graveyard gate but don't pass it. Once he is at a safe place have him use the elixir on himself, he becomes invisible. Quickly change to the arrow icon and repeatedly click on the inside of the left side of the bridge. When the Technician reappears have him pick up the carrot and place it near the mole hole. When the mole takes the carrot, have the Magician cast a spell on it. The mole turns into a beautiful woman. While the Wizard's attention is diverted, move the Warrior near the Technician and Magician.

HINT ON SCENE 19: THE GIANT STATUE IN TOWN.

Have the Magician cast a spell on the coat of arms that juts out from the bottom of the statue pedestal. With the Warrior, punch the lever. Now have the Magician cast a spell on the cork in the giant's ear. Then have the Technician go up to the giant's ear and use the witchcraft book. The statue cries. Take the Technician to the portal with the red roof and pick up the bait inside. Set the bait under the broken roof on the top right, a monster will appear, eat the bait, and leave a bowl. Have the Technician pick up the bowl by the monster and set it where the tears of the laughing giant fall. Have the Technician use the witchcraft book on the giant's ear again. Then pick up the bowl and carry it over to the monster on the top right. Have the technician pick up the catapult (it looks like a slingshot).

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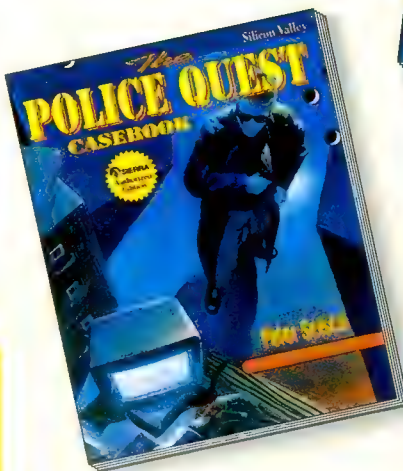
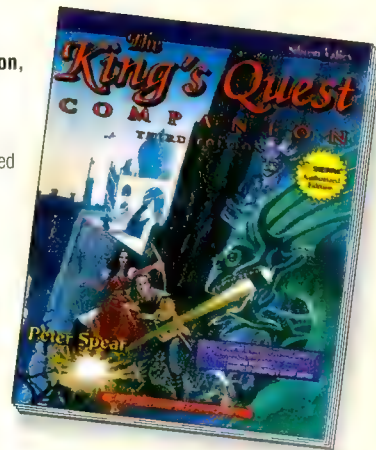
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RUMOR MILL



A PEEK AT WHAT LIES AHEAD FOR 1993.

As this article goes to print, almost all of Sierra's big projects for the Christmas season are complete. The Coles have finished their amazing *Quest for Glory III* and Roberta and crew have made history with *King's Quest VI*. Coktel Vision and Dynamix are finishing up their biggest products of the season, *Inca* and *Front Page Sports: Football*, and both of these should be shipping before you read this. The great design staffs of all the organizations are already hard at work on the products they think will be bestsellers in 1993. There's a "Product Review Council" at Sierra that all new product ideas must be approved by, and this reporter got to watch the process take place this year. There were lots of great game designs, and at least one that was so good no one could even believe it.

THE SCOOP ON SEQUELS

Since the company has long had a policy of releasing sequels in its adventure game series two years apart, we won't be expecting any new *King's Quest* or *Quest for Glory* for Christmas 1993, and because *Space Quest V* was supposed to be out for Christmas (though it now sounds like it won't ship til February) we can't expect any *Space Quests*. No new *Laura Bow Mystery* either: *Dagger of Amon Ra* shipped back in June.

Since Jim Walls has left the company, there was lots of talk about who, if anyone, would be assigned to write *Police Quest 4*. Ken Williams was advocating Daryl Gates as the potential designer to take over the series. (Daryl Gates, you might remember, was Police Chief of Los Angeles during the recent riots). This idea was not well-received by

many of the artists and animators at Sierra (most of whom are ex-Angelinos who used to work in Hollywood animation studios), but negotiations with Gates are still underway as this article goes to press.

A *Larry 6* project is possible for Christmas 1993, but questionable because Al Lowe may not be able to complete the project in time. (Al has been putting every waking hour into *Freddy Pharkus*, *Frontier Pharmacist* and he'll probably continue to work on it fulltime til it hits the street in April). A sequel to *The Adventures of Willy Beamish* is also on the approved list, though word is that Willy will have reached adolescence when this sequel arrives. There was nothing proposed in the way of sequels to the other Dynamix adventures, *Heart of China* and *Rise of the Dragon*, but there was a very interesting proposal from designer Jane Jensen (who worked with Roberta Williams

on *King's Quest VI*) for a "Rise-like" game that combined mystery, horror and science fiction. There wasn't a decision as to whether this one would make the Christmas '93 schedule or not.

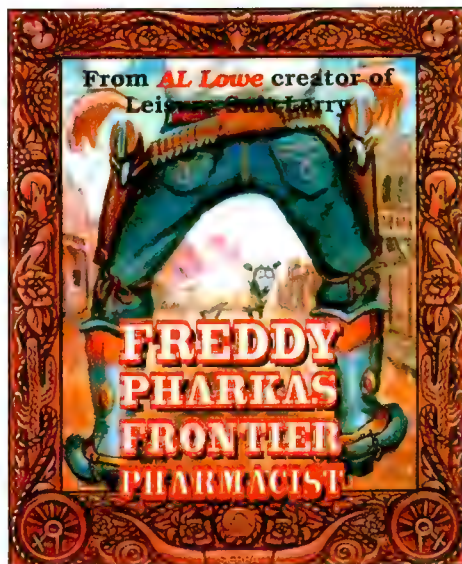
THE DARK SIDE OF ROBERTA WILLIAMS

While we won't see a *King's Quest VII* in 1993, Roberta will be hard at work on a new project that, frankly, has some people in the company worried. As most readers will know, Sierra has been publishing Roberta's works for over a dozen years now, and she's gained a reputation as a designer with a flair for family entertainment and "Disneyesque" qualities. Roberta's games like the *King's Quests* and *Mixed-Up Mother Goose* have always been elegant and serene; visual representations of a pleasant dream. Her next game is going to be a nightmare brought to life. I've read the script already, and this is deeply disturbing stuff. Beyond frightening, it's repulsive yet compelling. I've found it very hard to think of Roberta in quite the same way I used to since I've read the script. One of the Marketing guys said that this game coming from Roberta will be like putting a bloody chainsaw into the hands of Doctor Seuss. I'd say it's a good comparison. People will be shocked to find that Roberta even has thoughts like this. This is going to be THE project to watch for in the 1993 development year.

NEW SIMULATORS AND AT LEAST ONE "REDO"

In 1993, Dynamix will continue to build on its success in flight simulation. The first, which will debut early in 1993, is already well underway. *Aces over Europe* is due to take off in late March and will be followed by at least two other flight simulators over the course of 1993.

Word is that *Aces Over Europe* will be much like their bestselling *Aces of the Pacific* in presentation, but will have improved technology to address some of the speed problems that players of *Aces of the Pacific* complained about. (Note to Dynamix Sim fans: Dynamix recently introduced a new version of *Aces of the Pacific* that takes care of the problems in the original *Aces*. They also have a patch disk on CompuServe and the Sierra BBS. It's well worth the time to download this patch and install it). While it wasn't discussed in the Product Development meeting, at least one rumor says that there will be two different volumes of *Aces Over*



One proposed cover for Al Lowe's new western comedy. Al thought the concept went for the sheep...er...cheap laugh.

WARNING: Often right, more often wrong, and occasionally even wildly inaccurate, Johnnie Magpie is *InterAction Magazine's* least controllable and most controversial pseudo-journalist. Management does not endorse, and in fact barely even tolerates, the inclusion of this feature in our publication.

by Johnnie Magpie

Europe, and that they will be sold separately. No word on the whens or whys of this plan as we approach press time.

The submarine simulator I mentioned in the last column is going full speed ahead, and it looks totally incredible. The "periscope eye view" featured in the game offers some of the best sim graphics I have ever seen anywhere. Less far along is an as-yet-unnamed flight sim based on the conflict in Korea. To round out the sim schedule, Dynamix will do a massive features upgrade to *A-10 Tank Killer* so that it more closely resembles the quality of *Red Baron* and *Aces*. No word on when this upgrade will be complete.

DYNAMIX ALSO DOES SPORTS

Although the product still hasn't shipped as of press time, the feeling among the members of the Product Review Council is that *Front Page Sports: Football* is a certified hit. Based on this game, funding was awarded to Dynamix to develop no less than four additional sports titles. As I am well-known for "leaking" information, I was informed by management that I would not be allowed to tell you what sports were to be presented until further notice. As I want to be invited to future product development meetings, I'll respect their wishes this once.

AND THE WINNER IS.....

I said at the beginning of the article that there was one total winner presented. A game so good that not only did the committee approve its development, but Ken Williams himself announced that he couldn't wait til it was done because he wanted to play it so bad.

What was this award winning idea? A hot sim? An adventure game? Maybe *SimCity* on a superior scale? No, its an ed product called *The Pirates of Palindrome* by none other than frequent *InterAction* contributor Lorelei Shannon. Based around Pepper and Lockjaw, two characters that will soon debut in *Twisty History*, this game teaches the parts of speech (nouns, vowels, etc.) and one game puzzle will even have you making sentence bridges (which were something I absolutely hated to do in school). What makes the game so great? It's hard to explain. Suffice it to say that everyone already loved Pepper and Lockjaw as characters (*Twisty History* is a great game by the way - look for it in stores around February) and the design of this game puts them in an unexplainable but entertaining collection of predicaments.

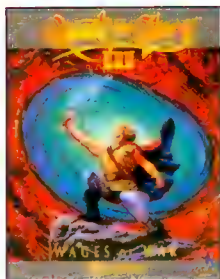
In the months ahead, the approved new projects will go from drawing boards to reality, and I'll tell you more about them as I find out more. I'll also tell you (next issue) more about Roberta's next big game (estimated 800 Megabytes or bigger) and about some hot new products to debut on TSN. But no use spoiling all the surprises for Christmas 1993 when Christmas 1992 is not even over yet.

Happy Holidays.

J. Magpie



HOT NEW HINT BOOKS



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You'll get all the inside information on the making of the game. The hints are to the point and there are maps, clues and special tips to help you. Clues are separated by character, so whether you're a Magic User, Thief, or Fighter, you'll always come through as a hero.

GOBLIINS

The life of a goblin can be tough. This hint book has detailed clues and tips on each game episode as well as a story about the game. Plus, there's an inside story on how to save yourself from frustration by using the Access Codes. The King will thank you for helping the goblins save him from insanity and restoring peace to the kingdom.



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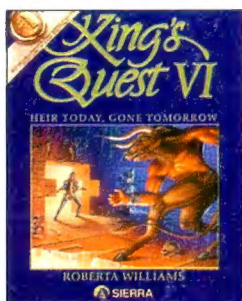
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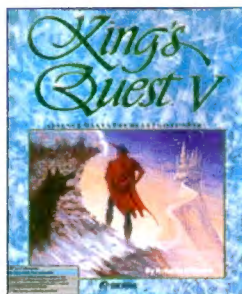
TOP TEN GAMES

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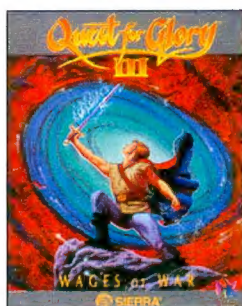
1. *King's Quest VI: Heir Today, Gone Tomorrow*

The most eagerly awaited game of the year has arrived! Challenge yourself to the biggest, most elaborate chapter in the world's most popular computer game series. Prince Alexander is back, longing for Cassima. He must explore the land of the Green Isles to win her love and her freedom. Depending on your skill and the paths you follow, your adventure may end in many different ways.



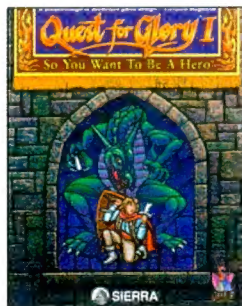
6. *King's Quest V: Absence Makes the Heart Go Yonder*

Sierra's best-selling adventure to date. King Graham is the clever hero of Daventry whose royal family is missing. Aided by an old wizard and a talking owl, you'll face the dark forest, scale mountains, cross a desert and an ominous ocean as you try to rescue the family. It's an epic contest of wits and magic. *King's Quest V* is also available in multi-media CD-ROM.



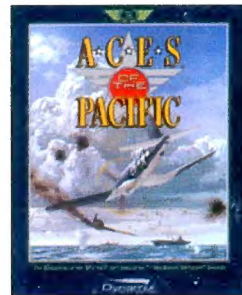
2. *Quest for Glory III: Wages of War*

Venture into remote jungles and savannas and continue to build your Hero character. Or start from scratch as a magician, fighter, or thief. Disaster threatens the land of Tarna. Your friends Uhura and Rakeesh the Lontaur are threatened by warring tribes. Be a hero and restore peace to the kingdom through bravery and honor. Exciting animation, VGA graphics, and a stunning soundtrack make this the darkest and most dangerous quest to date.



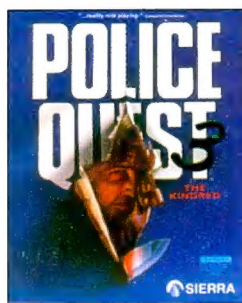
7. *Quest For Glory I: So You Want To Be A Hero*

Now in VGA with sensational clay-animation action, all new digitized graphics, and a full, rich soundtrack. Your custom-designed character is a graduate of The Famous Adventurer's Correspondence School. Rescue the children of a powerful Baron and defeat the schemes of an evil witch. You'll confront magic spells, weapons, and wicked opponents. But be careful. The road to glory is full of challenges.



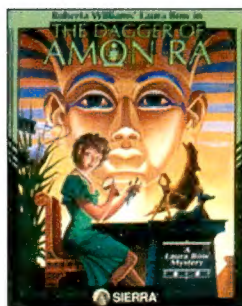
3. *Aces of the Pacific*

Authentic WWII air action takes you across the Pacific, over land targets, and into fierce mid-air dogfights. Two mighty nations scream into combat in an entirely new flight simulation war arena. You command flight controls and weaponry that recreate the great historic war planes that conquered the skies in WWII. Strap on your goggles, keep your flaps up and your finger on the cannon trigger...the Zeros are coming in at 12 o'clock high!



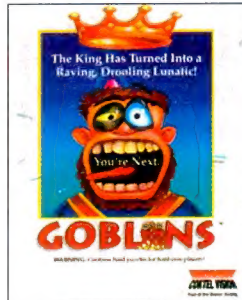
8. *Police Quest 3: The Kindred*

Jesse Bains' brother is out for revenge, and his target is Sonny's wife. Follow a trail of brutal cult killings as you track down a crazed killer. Video-captured live actors make this game frighteningly real. As you patrol the mean streets, you'll have to master authentic police procedures while directing forensics and crime lab investigations. The searing soundtrack is written by *Miami Vice*'s composer Jan Hammer. This is an adventure for mature audiences.



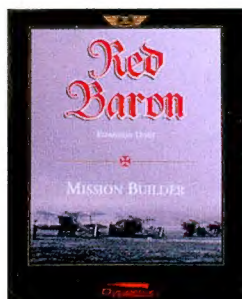
4. *Laura Bow in the Dagger of Amon Ra*

Laura Bow, intrepid heroine of *The Colonel's Bequest*, is back! This time she's trapped in an imposing museum in the dead of night, surrounded by socialites, miscreants, thieves... and a cold-blooded, relentless killer. What is the ancient secret of the dagger of Amon Ra, and who is willing to kill for it? What's the motive for murder? Greed? Patriotism? Rivalry? Can you finish this mystery before it finishes you?



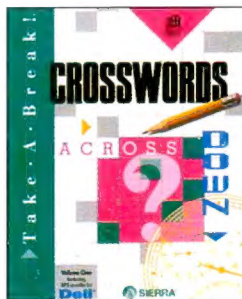
9. *Goblins*

The king has turned into a raving, drooling lunatic. You're next. Discover a delightful dose of insanity with this wild and crazy quest, filled with level after level of strange creatures, and brain-busting puzzles. Your mission is to track down the dark force that loves abusing the King's voodoo doll. You command three imps. Hooter casts spells, Dwayne picks up objects, and BoBo has a mean right hook hook. This is definitely an adventure for imps...not wimps.



5. *Red Baron Mission Builder*

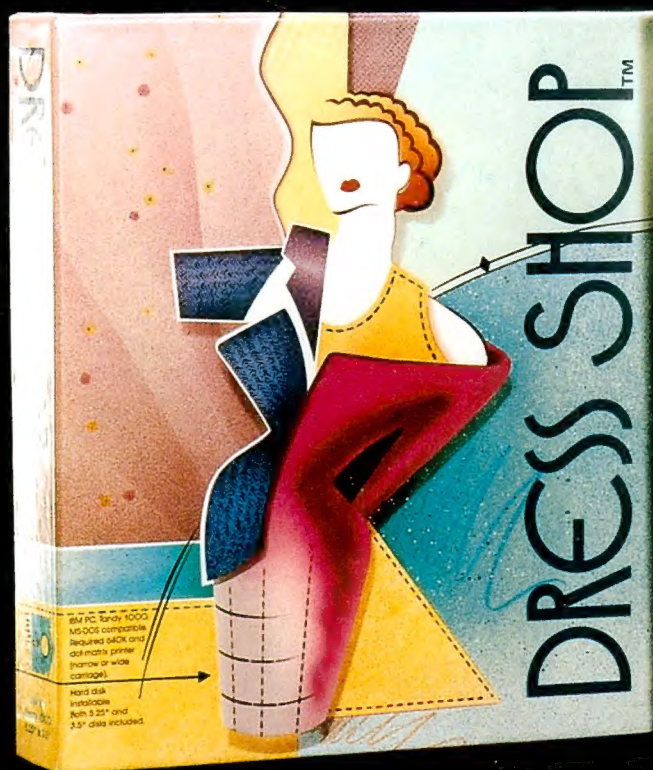
Soar back to World War I in this expansion kit for *Red Baron*, the ground breaking game that *Computer Gaming World* magazine named "Simulation Game of the Year". Create custom missions or edit the conditions of your all-time favorite missions. There are new planes, new aces and more! You can select the weather, pilot skills, and solo or formation missions. *This program can only be used if you already have Red Baron.*



10. *Take-A-Break! Crosswords*

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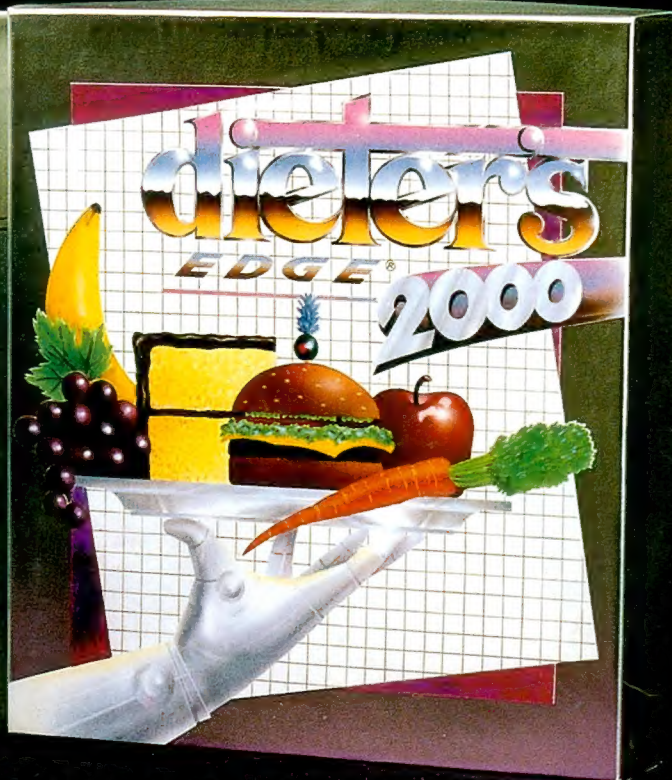
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